Micro Informatique Standards AMSTRAD

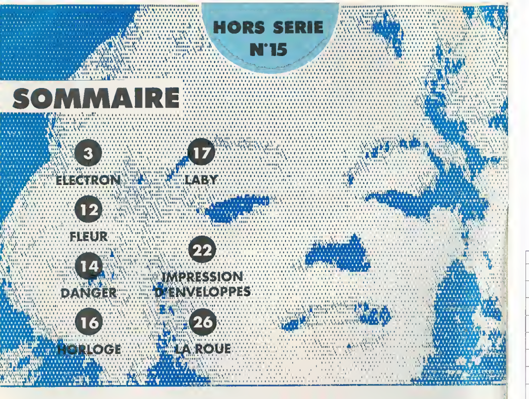
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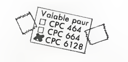
AMSTRAD est une marque déposée
AMSTAR-CPC est une revue mensuelle totalement indépendante d'AMSTRAD GB et d'AMSTRAD FRANCE



• Groupe de Presse FAUREZ-MELLET

ELECTRON

Jean-François MAIGNE



Ce programme est destiné à tous ceux qui, parallèlement à l'informatique, créent des schémas électriques ou électroniques. Il vous permettra de dessiner vos schémas et de les imprimer.

SYMB	NOM	DESSIN	OPTIONS
1	RESISTANCE		DROITE GAUCHE HAUT BAS
2	CONDO		DROITE GAUCHE HAUT BAS
3	TRANSISTOR		PNP (P) NPN (N)
4	DIODE		DIRECTION DIODE SENS TRIANGLE
5	AMPLI OP		
6	DIODE ZENER		DIRECTION DIODE SENS TRIANGLE
7	GENERATEUR		
8	MOTEUR	M	
8	PORTE AND	&	
10	PORTE OR	≥1	
11	CONTACT RELAIS		DROITE GAUCHE HAUT BAS
12	PORTE NAND	&	
13	PORTE NOR	≥1	
14	RELAIS		· HAUT BAS
15	POTAR		DROITE GAUCHE HAUT BAS
16	FUSIBLE		DROITE GAUCHE HAUT BAS
17	POINT DE JONCTION		
18	TRANSFO		
19	FLECHE DE U OU DE I	^	DROITE GAUCHE HAUT BAS
20	BORNES		NUMEROTAGE AUTO OU MANUEL
21	LAMPES		DROITE GAUCHE HAUT BAS
22	BORNES		SANS NUMERO
23	BOBINES		TOUS LES SENS

L'utilisation est très simple car elle fait principalement appel aux touches de fonctions F1 à F6 et aux touches de déplacement du curseur.

DETAIL DES TOUCHES

F1 : c'est le mode de déplacement du curseur graphique.

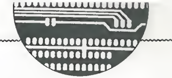
F2 : c'est le mode trace. Lorsque vous appuyez sur F2, l'ordinateur fixe votre point de départ à l'emplacement du curseur. Vous déplacez alors votre droite jusqu'au point d'arrivée grâce aux touches de déplacement du curseur, puis vous validez par F1 ou F2.

F3 : c'est le mode qui vous permet de choisir le symbole à tracer.

F5 : cette fonction vous permet d'afficher un texte à l'écran, la première lettre s'inscrira à l'emplacement du curseur.

F6 : c'est le menu principal et il se compose des diverses fonctions suivantes :

– DESSIN EN COURS : retour au dessin
– NOUVEAU DESSIN : permet de changer de dessin avec sauvegarde possible du précédent.
– LECTURE : permet de charger un dessin sur la disquette.
– SAUVEGARDE : sauve votre dessin en 17 Ko sur la disquette.
– IMPRESSION : c'est un vidage d'écran sur l'imprimante avec deux possibilités :
• grand vidage vertical,
• petit vidage horizontal.
– HELP : c'est une petite notice d'aide à l'utilisation.



SAUVEGARDE

Après avoir tapé le programme principal, vous le sauvegarderez sous le nom ELECTRON.BAS. Ensuite vous sauvegarderez le vidage d'écran en lançant le programme par un RUN, ensuite, lorsque READY s'affichera, vous sauverez le programme de cette façon : SAVE «VIDAGE.BIN»,B,&A000,&A480.

Votre disquette devra contenir également le bankmanager.

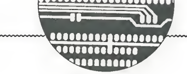
DETAILS POUR LES SYMBOLES

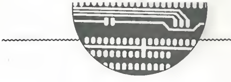
Les options HAUT, BAS, DROITE, GAUCHE correspondent à la future position du symbole par rapport au curseur.

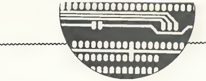
EX :



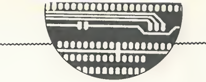

```
1  '******************************** >FA
*
2  '***                          ** >FB
*
3  '***    ELECTRON (OSAO)       ** >FC
*
4  '***                          ** >FD
*
5  '***   Jean-francois MAIGNE   ** >FE
*
6  '***             JUILLET 1988 ** >FF
*
7  '******************************** >FG
*
8 CALL &BB4E                        >BA
9 INK 0,0:INK 1,26:PEN 1:BORDER 0   >ZF
10 KEY 139,"mode 2:list 10-29999"+C >MH
HR$(13)
11 ON ERROR GOTO 25000              >QB
18 '******************************* >LJ
*
19 '*definition fenetres et symbols >LK
*
20 '******************************** >LB
*
21 DEFINT a-z:MODE 1                >PW
27 'chargement routine ecran        >LJ
28 MEMORY &7FFF:LOAD"bankman.bin":C >TB
ALL &8000
29 LOAD"vidage.bin",&A000:CALL &A00 >GN
0
30 WINDOW #2,1,40,1,1:PAPER #2,1:PE >ND
N #2,0:CLS#2
31 WINDOW #1,18,35,3,4:PAPER #1,1:P >HT
EN #1,0
32 SYMBOL AFTER 125                 >NJ
33 SYMBOL 125,0,8,8,54,8,8,0,0      >XB
34 SYMBOL 126,32,48,24,12,252,0,0,2 >CM
52
35 SYMBOL 231,0,0,120,252,252,252,1 >CC
20
36 CALL &B803                       >EJ
39 CH1$=CHR$(24):CH2$="":CH3$="":CH >CV
4$="":CH5$="":GOSUB 2330
43 PLOT 1,1:DRAW 639,1:DRAW 639,375 >YK
:DRAW 1,375:DRAW 1,1
44 |SCREENCOPY,3,1                  >PB
47 '**********************          >MA
48 '*deplacement curseur*           >MB
49 '**********************          >MC
50 x=320:y=200:PRINT CHR$(23);CHR$( >RM
1);:GOSUB 580
60 PRINT CHR$(23);CHR$(1);:GOSUB 58 >AA
0: MOVE x,y:TAG:PRINT CHR$(125);:GO
TO 89
70 MOVE x1,y1:TAG:PRINT CHR$(125);  >CG
80 MOVE x,y:TAG:PRINT CHR$(125);    >BP
89 TAGOFF                           >PE
90 IF x<=-15 THEN x=-15:x1=x        >WP
91 IF x>=640 THEN x=640:x1=x        >WH
92 IF y<=0 THEN y=0:y1=y            >TW
93 IF y>=410 THEN y=410:y1=y        >WD
100 IF INKEY(8)=0 AND INKEY(47)=0 T >GT
HEN GOSUB 580:x=x-4:GOTO 70
110 IF INKEY(8)=0 AND INKEY(9)=0 TH >FV
EN GOSUB 580:x=x-8:GOTO 70
120 IF INKEY(8)=0 AND INKEY(9)=-1 T >GT
HEN GOSUB 580:x=x-1:GOTO 70
130 IF INKEY(1)=0 AND INKEY(47)=0 T >GR
HEN GOSUB 580:x=x+4:GOTO 70
140 IF INKEY(1)=0 AND INKEY(9)=0 TH >FN
EN GOSUB 580:x=x+8:GOTO 70
150 IF INKEY(1)=0 AND INKEY(9)=-1 T >GL
HEN GOSUB 580:x=x+1:GOTO 70
160 IF INKEY(2)=0 AND INKEY(47)=0 T >GA
HEN GOSUB 580:y=y-4:GOTO 70
170 IF INKEY(2)=0 AND INKEY(9)=0 TH >FX
EN GOSUB 580:y=y-8:GOTO 70
180 IF INKEY(2)=0 AND INKEY(9)=-1 T >GW
HEN GOSUB 580:y=y-2:GOTO 70
190 IF INKEY(0)=0 AND INKEY(47)=0 T >GZ
HEN GOSUB 580:y=y+4:GOTO 70
200 IF INKEY(0)=0 AND INKEY(9)=0 TH >FL
EN GOSUB 580:y=y+8:GOTO 70
209 IF INKEY(66)=0 THEN STOP        >WR
210 IF INKEY(0)=0 AND INKEY(9)=-1 T >GK
HEN GOSUB 580:y=y+2:GOTO 70
211 IF INKEY(14)=0 THEN ch1$="":ch2 >ZF
$=CHR$(24):ch3$="":ch4$="":ch5$="":
GOSUB 2330:GOSUB 590:GOSUB 580:GOTO
 60
212 IF INKEY(12)=0 THEN CALL &B803: >JX
|SCREENCOPY,3,1:CLS #1:INPUT#1, "Te
xte ?",text$:|SCREENCOPY,1,3:TAG:MO
VE x+3,y:PRINT text$;:TAGOFF
213 IF INKEY(10)=0 THEN X=X+8:Y=Y-5 >CC
:PRINT CHR$(23);CHR$(0);:PLOT X,Y:P
LOT X+1,Y+1:PLOT X+1,Y-1:PLOT X-1,Y
+1:PLOT X-1,Y-1:PRINT CHR$(23);CHR$
(1);:X=X-8:Y=Y+5
400 IF INKEY(5)=0 THEN TAG: MOVE x, >XA
y:PRINT CHR$(125);:TAGOFF:|SCREENCO
PY,3,1:ch1$="":ch2$="":ch3$=CHR$(24
):ch4$="":ch5$="":GOSUB 2330:CALL &
B803:CLS #1:INPUT #1, "Symbol ?",sy
mb:GOTO 900
500 IF INKEY(20)=0 THEN ch1$="":ch2 >VG
$="":ch3$="":ch4$=CHR$(24):ch5$="":
GOSUB 2330:PRINT CHR$(23);CHR$(0);:
GOSUB 730:PRINT CHR$(23);CHR$(1);:G
OSUB 580:GOTO 70
504 IF INKEY(4)=0 THEN  ch1$="":ch2 >UC
$="":ch3$="":ch4$="":ch5$=CHR$(24):
GOSUB 2330:GOTO 1400
510 GOTO 100                        >YD
569 '*****************              >UA
570 '*fonction trace*               >TC
571 '*****************              >TD
580 x1=x:y1=y:RETURN                >RL
590 PRINT CHR$(23);CHR$(1);:TAG:MOV >NE
E x,y:PRINT CHR$(125);:TAGOFF
610 PLOT x+8,y-5,1                  >MT
620 ax=x+8:bx=y-5                   >MT
640 IF INKEY(8)=0 THEN GOSUB 720:ax >TG
=ax-1:GOTO 700
650 IF INKEY(1)=0 THEN GOSUB 720:ax >RG
=ax+1:GOTO 700
660 IF INKEY(2)=0 THEN GOSUB 720:bx >TF
=bx-2:GOTO 700
670 IF INKEY(0)=0 THEN GOSUB 720:bx >TC
=bx+2:GOTO 700
680 IF INKEY(13)=0 THEN ch1$=CHR$(2 >WK
4):ch2$="":ch3$="":ch4$="":ch5$="":
GOSUB 2330:PRINT CHR$(23);CHR$(0);:
 PLOT x+8,y-5:x=ax-8:y=bx+5:DRAW x+
8,y-5:PRINT CHR$(23);CHR$(1);:RETUR
N
685 IF INKEY(14)=0 THEN x=ax-8:y=bx >EC
+5
690 GOTO 640                        >AB
700 PLOT x+8,y-5:DRAW ax,bx         >WW
710 PLOT x+8,y-5:DRAW xa,xb:GOTO 64 >EA
0
720 xa=ax:xb=bx:RETURN              >UM
724 '*****************              >TD
725 '*fonction efface*              >TE
726 '*****************              >TF
730 MOVE x,y:TAG:PRINT " ";         >WX
740 IF INKEY(8)=0 THEN x=x-1        >WT
750 IF INKEY(8)=0 AND INKEY(9)=0 TH >LY
EN x=x-10
760 IF INKEY(1)=0 THEN x=x+1        >WK
770 IF INKEY(1)=0 AND INKEY(9)=0 TH >LQ
EN x=x+10
780 IF INKEY(0)=0 THEN y=y+1        >WN
790 IF INKEY(0)=0 AND INKEY(9)=0 TH >LU
EN y=y+10
800 IF INKEY(2)=0 THEN y=y-1        >WK
810 IF INKEY(2)=0 AND INKEY(9)=0 TH >LQ
EN y=y-10
820 MOVE x,y                        >GB
830 TAG                             >TK
840 PRINT CHR$(143);                >NG
850 IF INKEY(13)=0 THEN MOVE x,y:TA >KT
G:PRINT CHR$(125);:TAGOFF:CH1$=CHR$
(24):CH2$="":CH3$="":CH4$="":CH5$="
":GOSUB 2330:RETURN
855 PLOT x,y,1                      >WH
880 GOTO 730                        >AC
897 '*********************          >UE
898 '*gestion des symbols*          >UF
899 '*********************          >UG
900 CLS #1                          >EG
901 IF symb=1 THEN 1000             >QE
910 IF symb=2 THEN 1100             >QG
911 IF symb=3 THEN 1200             >QK
912 IF symb=4 THEN dx=0 :GOTO 1300  >AR
913 IF symb=5 THEN 1700             >QV
914 IF symb=6 THEN 1710             >QY
915 IF symb=7 THEN GOTO 1800        >YW
916 IF symb=8 THEN 1850             >QH
917 IF symb=9 THEN 2501             >QD
918 IF symb=10 THEN 2501            >RN
919 IF symb=11 THEN 1860            >RT
920 IF symb=12 THEN 2600            >RH
921 IF symb=13 THEN 2610            >RL
922 IF symb=14 THEN 2650            >RT
923 IF symb=15 THEN 1000            >RG
924 IF symb=16 THEN 1920            >RV
925 IF symb=17 THEN 1960            >RC
926 IF symb=18 THEN 3050            >RW
927 IF symb=19 THEN 5000            >RV
928 IF symb=20 THEN 4000            >RL
929 IF symb=21 THEN 4030            >RR
930 IF symb=22 THEN 4021            >RJ
931 IF symb=23 THEN 5100            >RK
999  '************************      >UH
1000 '*definition des symbols*      >XD
1001 '************************      >XE
1010 '*******resistance*******      >XE
1011 TAG:MOVE x,y:PRINT CHR$(125);: >PN
TAGOFF:PRINT CHR$(23);CHR$(0);
1012 x=x+8:y=y-5                    >LN
1020 PRINT #1, "direction ?"        >ZW
1030 IF INKEY(0)=0 AND INKEY(8)=-1  >VG
AND INKEY(1)=-1 AND INKEY(2)=-1 THE
N |SCREENCOPY,1,3:PLOT X,Y:DRAW x,y
+10:DRAW x+5,y+10:DRAW x+5,y+40:DRA
W x-5,y+40:DRAW x-5,y+10:DRAW x,y+1
0:PLOT x,y+40:DRAW x,y+50:rv=1:GOTO
 1040
1031 IF INKEY(2)=0 AND INKEY(0)=-1  >VB
AND INKEY(8)=-1 AND INKEY(1)=-1 THE
N |SCREENCOPY,1,3:PLOT x,y:DRAW x,y
-10:DRAW x+5,y-10:DRAW x+5,y-40:DRA
W x-5,y-40:DRAW x-5,y-10:DRAW x,y-1
0:PLOT x,y-40:DRAW x,y-50:rv=2:GOTO
 1040
1032 IF INKEY(1)=0 AND INKEY(8)=-1  >VL
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N |SCREENCOPY,1,3:PLOT x,y:DRAW x+1
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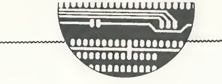




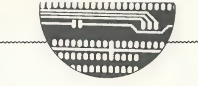
```
0,y:DRAW x+10,y+5:DRAW x+40,y+5:DRA
W x+40,y-5:DRAW x+10,y-5:DRAW x+10,
y:PLOT x+40,y:DRAW x+50,y:rv=3:GOTO
 1040
1033 IF INKEY(8)=0 AND INKEY(1)=-1  >VF
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:PLOT x,y:DRAW x-1
0,y:DRAW x-10,y+5:DRAW x-40,y+5:DRA
W x-40,y-5:DRAW x-10,y-5:DRAW x-10,
y:PLOT x-40,y:DRAW x-50,y:rv=4:GOTO
 1040
1034 GOTO 1030                      >LK
1035 PLOT x+5,y+25:DRAW x+15,y+25:P >KF
LOT x+5,y+25:DRAW x+9,y+29:PLOT x+5
,y+25:DRAW x+8,y+22:RETURN
1036 PLOT x+5,y-25:DRAW x+15,y-25:P >KU
LOT x+5,y-25:DRAW x+8,y-29:PLOT x+5
,y-25:DRAW x+8,y-21:RETURN
1037 PLOT x+25,y+5:DRAW x+25,y+15:P >MK
LOT x+25,y+5:DRAW x+21,y+10:PLOT x+
25,y+5:DRAW x+28,y+10:RETURN
1038 PLOT x-25,y+5:DRAW x-25,y+15:P >MA
LOT x-25,y+5:DRAW x-21,y+10:PLOT x-
25,y+5:DRAW x-28,y+10:RETURN
1040 IF symb=15 THEN ON rv GOSUB 10 >UT
35,1036,1037,1038
1041 x=x-8:y=y+5:PRINT CHR$(23);CHR >XY
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1100 '********condensateur********  >XE
1110 PRINT #1, "direction ?"        >ZW
1111 TAG:MOVE x,y:PRINT CHR$(125);: >HV
TAGOFF :PRINT CHR$(23);CHR$(0);:x=x
+8:y=y-5
1120 IF INKEY(0)=0 AND INKEY(8)=-1  >RM
AND INKEY(1)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:PLOT X,Y:DRAW x,y
+10:PLOT x-10,y+10:DRAW x+10,y+10:P
LOT x-10,y+15:DRAW x+10,y+15:PLOT x
,y+15:DRAW x,y+25:PLOT x,y+10:GOTO
1199
1130 IF INKEY(2)=0 AND INKEY(8)=-1  >TC
AND INKEY(1)=-1 AND INKEY(0)=-1 THE
N ùSCREENCOPY,1,3: PLOT X,Y:DRAW x,
y-10:PLOT x-10,y-10:DRAW x+10,y-10:
PLOT x-10,y-16:DRAW x+10,y-16:PLOT
x,y-16:DRAW x,y-26:PLOT x,y-10:GOTO
 1199
1140 IF INKEY(1)=0 AND INKEY(8)=-1  >TQ
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3: PLOT X,Y:DRAW x+
10,y:PLOT x+10,y+10:DRAW x+10,y-10:
PLOT x+17,y+10:DRAW x+17,y-10:PLOT
x+17,y:DRAW x+27,y:PLOT x+10,y:GOTO
 1199
1150 IF INKEY(8)=0 AND INKEY(1)=-1  >RR
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:PLOT X,Y:DRAW x-1
0,y:PLOT x-10,y+10:DRAW x-10,y-10:P
LOT x-17,y+10:DRAW x-17,y-10:PLOT x
-17,y:DRAW x-27,y:PLOT x-10,y:GOTO
1199
1160 GOTO 1120                      >LK
1199 PRINT CHR$(23);CHR$(1):x=x-8:y >VT
=y+5:CH1$=CHR$(24):CH2$="":CH3$="":
CH4$="":CH5$="":GOSUB 2330:GOTO 60
1200 TAG:MOVE x,y:PRINT CHR$(125);: >AQ
TAGOFF:x=x+8:y=y-5
1201 PRINT CHR$(23);CHR$(0)         >VT
1210 '********transistor********    >XG
1211 PRINT #1,"    NPN (N)"         >UH
1212 PRINT #1,"    PNP (P)"         >UN
1213 IF INKEY(46)=0 THEN ùSCREENCOP >FH
Y,1,3: PLOT X+54,Y-12:DRAW X+49,Y-1
3:PLOT X+54,Y-12:DRAW X+52,Y-8:GOTO
 1220
1214 IF INKEY(27)=0 THEN ùSCREENCOP >BG
Y,1,3:PLOT X+40,Y-6:DRAW X+45,Y-11:
PLOT X+40,Y-6:DRAW X+47,Y-7:GOTO 12
20
1215 GOTO 1213                      >MD
1220 PLOT x,y:DRAW x+40,y           >UG
1221 PLOT x+40,y+10:DRAW x+40,y-10  >HW
1222 PLOT x+40,y+6:DRAW x+54,y+12:D >RY
RAW x+54,y+32
1223 PLOT x+40,y-6:DRAW x+54,y-12:D >RF
RAW x+54,y-32
1224 DEG                            >TA
1226 FOR f=0 TO 360 STEP 6          >RT
1227 PLOT (x+40)+20*COS(f),y+20*SIN >MH
(f):NEXT
1230 PRINT CHR$(23);CHR$(1);:x=x-8: >XL
y=y+5:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1300 '********diode sens indirect d >XG
roite********
1301 TAG:MOVE x,y:PRINT CHR$(125);: >XY
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:GOTO 1350
1303 PLOT x,y:DRAW x+20,y           >UG
1304 PLOT x+20,y+8:DRAW x+20,y-8:IF >DC
 dx=1 THEN DRAW x+25,y-8
1305 PLOT x+20,y:DRAW x+38,y+8      >YU
1306 DRAW x+38,y-8:DRAW x+20,y      >TB
1307 PLOT x+38,y:DRAW x+60,y:IF i=1 >PB
 THEN x=x+60
1308 PRINT CHR$(23);CHR$(1);:x=x-8: >XT
y=y+5:CH1$=CHR$(24):ch2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1309 '********diode sens indirect g >YF
auche********
1310 x=x-60:GOTO 1303               >PQ
1315 '********diode sens indirect h >TC
aut********
1320 PLOT x,y:DRAW x,y+20:PLOT x-8, >GO
y+20:DRAW x+8,y+20:DRAW x,y+38:DRAW
 x-8,y+20
1321 PLOT x-8,y+38:DRAW x+8,y+38:IF >XL
 dx=1 THEN PLOT x-8,y+38:DRAW x-8,y
+33
1322 PLOT x,y+38:DRAW x,y+60:IF i=1 >PA
 THEN y=y+60
1323 PRINT CHR$(23);CHR$(1);:x=x-8: >XP
y=y+5:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1328 '********diode sens indirect h >YG
as********
1329 y=y-60:GOTO 1315               >PG
1330 '********diode sens direct dro >XK
ite********
1331 PLOT x,y:DRAW x-20,y           >UK
1332 PLOT x-20,y+8:DRAW x-20,y-8:IF >XP
 dx=1 THEN PLOT x-20,y+8:DRAW x-25,
y+8
1333 PLOT x-20,y:DRAW x-38,y+8      >Y2
1334 DRAW x-38,y-8:DRAW x-20,y      >YG
1335 PLOT x-38,y:DRAW x-60,y:x=x-60 >YH
:IF i=1 THEN x=x+60
1336 PRINT CHR$(23);CHR$(1);:x=x-8: >XU
y=y+5:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1337 '********diode sens direct gau >YG
che********
1338 x=x-60:GOTO 1330               >PB
1339 '********diode sens direct hau >YJ
t********
1340 PLOT x,y:DRAW x,y-20:PLOT x-8, >HH
y-20:DRAW x+8,y-20:DRAW x,y-38:DRAW
 x-8,y-20
1341 PLOT x-8,y-38:DRAW x+8,y-38:PL >HR
OT x,y-38:DRAW x,y-60:IF dx=1 THEN
PLOT x+8,y-38:DRAW x+8,y-33
1342 IF i=0 THEN y=y-60             >QE
1344 PRINT CHR$(23);CHR$(1);:x=x-8: >XT
y=y+5:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1348 '********diode sens direct bas >YJ
********
1349 y=y-60:GOTO 1340               >PG
1350 PRINT #1,"Direction ?"         >YM
1351 IF INKEY(1)=0 AND INKEY(0)=-1  >KF
AND INKEY(2)=-1 AND INKEY(8)=-1 THE
N i=0:GOTO 1361
1352 IF INKEY(8)=0 AND INKEY(0)=-1  >KM
AND INKEY(2)=-1 AND INKEY(1)=-1 THE
N i=1:GOTO 1365
1353 IF INKEY(0)=0 AND INKEY(1)=-1  >KH
AND INKEY(2)=-1 AND INKEY(8)=-1 THE
N i=0:GOTO 1370
1354 IF INKEY(2)=0 AND INKEY(1)=-1  >KQ
AND INKEY(0)=-1 AND INKEY(8)=-1 THE
N i=1:GOTO 1375
1360 GOTO 1351                      >MH
1361 PRINT #1,"Sens ?":FOR temp=0 T >QJ
O 1000:NEXT
1362 IF INKEY(1)=0 THEN ùSCREENCOPY >CA
,1,3:x=x+60:GOTO 1330
1363 IF INKEY(8)=0 THEN ùSCREENCOPY >UE
,1,3:GOTO 1303
1364 GOTO 1362                      >ND
1365 PRINT #1,"Sens ?":FOR temp=0 T >QN
O 1000:NEXT
1366 IF INKEY(1)=0 THEN ùSCREENCOPY >CM
,1,3:x=x+60:GOTO 1337
1367 IF INKEY(8)=0 THEN ùSCREENCOPY >UQ
,1,3:GOTO 1309
1368 GOTO 1366                      >PB
1370 PRINT #1,"Sens ?":FOR temp=0 T >QJ
O 1000:NEXT
1371 IF INKEY(0)=0 THEN ùSCREENCOPY >UY
,1,3:GOTO 1315
1372 IF INKEY(2)=0 THEN ùSCREENCOPY >CP
,1,3:y=y+60:GOTO 1339
1373 GOTO 1371                      >ND
1375 PRINT #1,"Sens ?":FOR temp=0 T >QP
O 1000:NEXT
1376 IF INKEY(0)=0 THEN ùSCREENCOPY >UH
,1,3:GOTO 1328
1377 IF INKEY(2)=0 THEN ùSCREENCOPY >CV
,1,3:y=y+60:GOTO 1348
1378 GOTO 1376                      >PD
1398 '****************              >ZD
1399 '*menu principal*              >ZE
1400 '****************              >XH
1401 ùSCREENCOPY,3,1                >QK
1410 ùSCREENCOPY,2,1 :h=5:ii=0:hp=1 >FU
0
1420 WINDOW #4,6,24,3,14:PAPER #4,1 >RM
:PEN #4,0:CLS #4
1421 c1$=CHR$(24):c2$="":c3$="":c4$ >FP
="":c5$="":c6$="":GOSUB 1450
1430 LOCATE #4,1,1:PRINT #4,"       >Y2
MENU:":LOCATE #4,1,2:PRINT #4,"___
_______________";
1440 LOCATE #4,1,3:PRINT #4,"       >LH
           ";
1441 LOCATE #4,1,11:PRINT #4,"____ >BW
_______________";
1447 ON ii GOSUB 1450,1460,1470,148 >LT
0,1490,1491
1448 IF ii=6 THEN 1510              >PE
1449 ii=ii+1:GOTO 1447              >Q8
1450 LOCATE #4,1,4:PRINT #4:LOCATE  >AH
#4,1,5:PRINT #4," ";C1$;"Dessin en
cours ";c1$:RETURN
1460 LOCATE #4,1,6:PRINT #4," ";c2$ >TM
;"Nouveau dessin  ";C2$:RETURN
1470 LOCATE #4,1,7:PRINT #4," ";C3$ >NR
;"Lecture         ";c3$:RETURN
1480 LOCATE #4,1,8:PRINT #4," ";C4$ >QH
;"Sauvegarde      ";c4$:RETURN
1490 LOCATE #4,1,9:PRINT #4," ";C5$ >Q2
;"Impression      ";c5$:RETURN
1491 LOCATE #4,1,10:PRINT #4," ";C6 >LE
$;"Help           ";c6$:RETURN
1510 IF INKEY(8)=0 THEN 2000        >VX
1520 IF INKEY(2)=0 THEN hp=h:h=h+1  >8D
1521 IF INKEY(2)=0 AND h>10 THEN h= >8D
5
1522 IF INKEY(2)=0 THEN GOTO 1540   >2U
1530 IF INKEY(0)=0 THEN hp=h:h=h-1  >8E
1531 IF INKEY(0)=0 AND  h<5 THEN h= >8P
10
1532 IF INKEY(0)=0 THEN GOTO 1540   >ZT
1533 GOTO 1510                      >MG
1540 IF h=5 AND hp=10 THEN c1$=CHR$ >BB
(24):c6$="":GOSUB 1450:GOSUB 1491:G
OTO 1510
1541 IF h=5 AND hp=6 THEN c1$=CHR$( >ZA
24):c2$="":GOSUB 1460:GOSUB 1450:GO
TO 1510
1550 IF h=6 AND hp=5 THEN c1$="":c2 >ZA
$=CHR$(24):GOSUB 1450:GOSUB 1460:GO
TO 1510
1551 IF h=6 AND hp=7 THEN c2$=CHR$( >ZH
24):c3$="":GOSUB 1470:GOSUB 1460:GO
TO 1510
1560 IF h=7 AND hp=6 THEN c2$="":c3 >ZH
$=CHR$(24):GOSUB 1460:GOSUB 1470:GO
TO 1510
1561 IF h=7 AND hp=8 THEN c3$=CHR$( >AG
24):c4$="":GOSUB 1480:GOSUB 1470:GO
TO 1510
1570 IF h=8 AND hp=7 THEN c3$="":c4 >AG
$=CHR$(24):GOSUB 1470:GOSUB 1480:GO
TO 1510
1571 IF h=8 AND hp=9 THEN c5$="":c4 >AP
$=CHR$(24):GOSUB 1490:GOSUB 1480:GO
TO 1510
1580 IF h=9 AND hp=8 THEN c4$="":c5 >AP
$=CHR$(24):GOSUB 1480:GOSUB 1490:GO
TO 1510
1581 IF h=9 AND hp=10 THEN c6$="":c >8K
5$=CHR$(24):GOSUB 1491:GOSUB 1490:G
OTO 1510
1590 IF h=10 AND hp=9 THEN c5$="":c >BH
6$=CHR$(24):GOSUB 1490:GOSUB 1491:G
OTO 1510
1591 IF h=10 AND hp=5 THEN c1$="":c >BW
6$=CHR$(24):GOSUB 1491:GOSUB 1450:G
OTO 1510
1592 GOTO 1540                      >NE
1600 GOTO 1540                      >ME
1700 '***** ampli op *****          >TA
1701 TAG:MOVE x,y:PRINT CHR$(125);: >KN
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
1702 PLOT x,y:DRAW x+20,y           >UK
1703 DRAW x+20,y+10:DRAW x+60,y-10: >GW
DRAW x+20,y-30:DRAW x+20,y
1704 PLOT x,y-20:DRAW x+20,y-20     >ZM
1705 PLOT x+60,y-10:DRAW x+80,y-10  >8M
1706 x=x-8:y=y+5:PRINT CHR$(23);CHR >XG
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1710 '***** Diode zener *****       >YB
1720 dx=1 :GOTO 1300                >NT
1799 '***** generateur *****        >ZJ
1800 TAG:MOVE x,y:PRINT CHR$(125);: >KN
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
1811 PLOT x,y:DRAW x,y+80           >UT
1812 FOR gen=0 TO 360 STEP 4        >UL
1813 DEG                            >YE
1814 PLOT x+15*COS(gen),(y+40)+15*S >KB
IN(gen)
1815 NEXT gen                       >PA
1830 x=x-8:y=y+5:PRINT CHR$(23);CHR >XE
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1850 '***** moteurs *****           >YG
1851 TAG:MOVE x,y:PRINT CHR$(125);: >KV
```

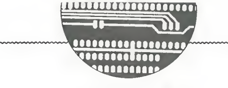


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TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
1852 PLOT x,y:DRAW x,y+25:PLOT x,y+ >UY
55:DRAW x,y+80
1853 FOR mot=0 TO 360 STEP 4         >UQ
1854 DEG                             >YK
1855 PLOT x+15*COS(mot),(y+40)+15*S >LW
IN(mot)
1856 NEXT mot                        >RH
1857 TAG:MOVE x-6,y+45:PRINT "M";:T >JG
AGOFF
1858 x=x-8:y=y+5:PRINT CHR$(23);CHR >XQ
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1860 '***** interrupteurs *****     >YH
1861 TAG:MOVE x,y:PRINT CHR$(125);: >HV
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5
1862 GOTO 1900                       >NE
1863 PLOT x,y:DRAW x+20,y:DRAW x+40 >YF
,y+10:PLOT x+40,y:DRAW x+60,y:RETUR
N
1864 PLOT x,y:DRAW x,y+20:DRAW x-10 >YJ
,y+40:PLOT x,y+40:DRAW x,y+60:RETUR
N
1865 x=x-8:y=y+5:PRINT CHR$(23);CHR >XN
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1900 CLS #1:PRINT #1,"Direction ?"  >EE
1901 IF INKEY(1)=0 AND INKEY(8)=-1  >AX
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:GOSUB 1863:GOTO 1
865
1902 IF INKEY(8)=0 AND INKEY(1)=-1  >CZ
AND INKEY(0)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:x=x-60:GOSUB 1863
:x=x+60:GOTO 1865
1903 IF INKEY(0)=0 AND INKEY(8)=-1  >AA
AND INKEY(1)=-1 AND INKEY(2)=-1 THE
N ùSCREENCOPY,1,3:GOSUB 1864:GOTO 1
865
1904 IF INKEY(2)=0 AND INKEY(8)=-1  >CG
AND INKEY(1)=-1 AND INKEY(0)=-1 THE
N ùSCREENCOPY,1,3:y=y-60:GOSUB 1864
:y=y+60:GOTO 1865
1910 GOTO 1901                       >MK
1920 '***** fusibles *****          >YE
1922 TAG:MOVE x,y:PRINT CHR$(125);: >HT
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5
1924 CLS #1:PRINT #1,"Direction ?"  >EL
1926 IF INKEY(0)=0 THEN ùSCREENCOPY >PG
,1,3:PLOT x,y:DRAW x,y+50:PLOT x+5,
y+10:DRAW x-5,y+10:DRAW x-5,y+40:DR
AW x+5,y+40:DRAW x+5,y+10:GOTO 1950
1928 IF INKEY(2)=0 THEN ùSCREENCOPY >PZ
,1,3:PLOT x,y:DRAW x,y-50:PLOT x+5,
y-10:DRAW x-5,y-10:DRAW x-5,y-40:DR
AW x+5,y-40:DRAW x+5,y-10:GOTO 1950
1930 IF INKEY(1)=0 THEN ùSCREENCOPY >PC
,1,3:PLOT x,y:DRAW x+50,y:PLOT x+10
,y+5:DRAW x+40,y+5:DRAW x+40,y-5:DR
AW x+10,y-5:DRAW x+10,y+5:GOTO 1950
1932 IF INKEY(8)=0 THEN ùSCREENCOPY >PA
,1,3:PLOT x,y:DRAW x-50,y:PLOT x-10
,y+5:DRAW x-40,y+5:DRAW x-40,y-5:DR
AW x-10,y-5:DRAW x-10,y+5:GOTO 1950
1949 GOTO 1926                       >PJ
1950 x=x-8:y=y+5:PRINT CHR$(23);CHR >XM
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
1960 '***** point de jonction ***** >YJ
1965 ùSCREENCOPY,1,3                 >QB
1970 TAG:MOVE x,y:PRINT CHR$(125);: >PG
TAGOFF:PRINT CHR$(23);CHR$(3);
1971 TAG:MOVE x+3,y+3:PRINT CHR$(23 >PD
1);:TAGOFF
1981 PRINT CHR$(23);CHR$(1);:CH1$=C >AV
HR$(24):CH2$="":CH3$="":CH4$="":CH5
$="":GOSUB 2330:GOTO 60
1997 '****************************** >ZJ
****
1998 '*** gestion du menu principal >ZK
 ***
1999 '****************************** >AA
****
2000 IF h=5 THEN 2050                >NQ
2005 IF h=6 THEN 2100                >NT
2010 IF h=7 THEN 2150                >NV
2015 IF h=8 THEN 2200                >NX
2020 IF h=9 THEN 2250                >NZ
2025 IF h=10 THEN GOSUB 21000:GOSUB >CJ
 3000:ch1$=CHR$(24):ch5$="":PEN 1:P
APER 0:GOSUB 2330:GOTO 60
2030 GOTO 2000                       >LE
2050 MODE 1:GOSUB 3000:ùSCREENCOPY, >WZ
1,3:TAG:MOVE x,y:PRINT CHR$(125);:T
AGOFF:ch1$=CHR$(24):ch5$="":GOSUB 2
330:GOTO 60
2055 END                             >ZA
2100 WINDOW 1,40,17,25:PAPER 1:PEN  >XJ
0:CLS:LOCATE 1,4:PRINT "  Sauvegard
e circuit precedent (O/N)";
2105 IF INKEY(34)=0 THEN CLS:CAT:LO >DU
CATE 4,25:CALL &BB03:INPUT "Nom du
circuit :",circ$:MODE 1:ùSCREENCOPY
,1,3:TAG:MOVE x,y:PRINT CHR$(125);:
TAGOFF:SAVE circ$,b,&C000,&4000:MOD
E 1:GOTO 30
2110 IF INKEY(46)=0 THEN WINDOW 1,4 >NB
0,1,25:PAPER 0:PEN 1:CLS:ùSCREENCOP
Y,3,1: ch1$=CHR$(24):ch5$="":GOSUB
3000:GOSUB 2330:GOTO 30
2120 GOTO 2105                       >MA
2150 WINDOW 1,40,17,25:PAPER 1:PEN  >BJ
0:CLS:CAT:LOCATE 4,25:CALL &BB03:IN
PUT "Nom du circuit :",circ$:MODE 1
:LOAD circ$,&C000:GOSUB 3000:ch1$=C
HR$(24):ch5$="":PEN 1:PAPER 0:GOSUB
 2330:GOTO 60
2155 END                             >ZB
2200 WINDOW 1,40,17,25:PAPER 1:PEN  >MT
0:CLS:CAT
2205 CALL &BB03:LOCATE 4,25:INPUT " >JK
Nom du circuit :",circ$
2206 IF circ$="" THEN 2200           >RF
2210 MODE 1:ùSCREENCOPY,1,3:TAG:MOV >XV
E x,y:PRINT CHR$(125);:TAGOFF:SAVE
circ$,b,&C000,&4000:GOSUB 3000:ch1$
=CHR$(24):ch5$="":PEN 1:PAPER 0:GOS
UB 2330:GOTO 60
2250 ùSCREENCOPY,1,3:TAG:MOVE x,y:P >MX
RINT CHR$(125);:TAGOFF:ùSCREENCOPY,
3,1:GOSUB 10000:GOTO 1400
2330 PRINT #2,"   ";ch1$;" DEPL. "; >TE
ch1$;ch2$;" TRACE ";CH2$;CH3$;" SYM
BOL ";CH3$;CH4$;" EFFACE ";CH4$;CH5
$;" MENU ";CH5$;:RETURN
2500 '***** portes logiques *****   >XK
2501 '***** portes and,or,nand,nor  >YA
*****
2502 TAG:MOVE x,y:PRINT CHR$(125);: >KN
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
2503 PLOT x,y:DRAW x+20,y            >UK
2504 PLOT x,y-20:DRAW x+20,y-20      >ZL
2505 PLOT x+20,y-30:DRAW x+20,y+10: >KD
DRAW x+60,y+10:DRAW x+60,y-30
2506 DRAW x+20,y-30:PLOT x+60,y-10: >TP
DRAW x+80,y-10
2507 IF symb=9 THEN TAG:MOVE x+30,y >AA
-3:PRINT "&";:TAGOFF
2508 IF symb=10 THEN TAG:MOVE x+25, >PW
y-3:PRINT CHR$(126);"1";:TAGOFF
2550 x=x-8:y=y+5:PRINT CHR$(23);CHR >XE
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
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:CH4$="":CH5$="":GOSUB 2330:GOTO 60
2600 ùSCREENCOPY,1,3:PRINT CHR$(23) >FK
;CHR$(0);:TAG:MOVE x+67,y-8:PRINT C
HR$(111);:TAGOFF:ùSCREENCOPY,3,1:sy
mb=9:GOTO 2501
2610 ùSCREENCOPY,1,3:PRINT CHR$(23) >HR
;CHR$(0);:TAG:MOVE x+67,y-8:PRINT C
HR$(111);:TAGOFF:ùSCREENCOPY,3,1:sy
mb=10:GOTO 2501
2650 '***** relais *****            >YF
2652 TAG:MOVE x,y:PRINT CHR$(125);: >KV
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
2653 ùSCREENCOPY,3,1:CLS #1:PRINT#1 >ZY
,"Direction ?"
2654 IF INKEY(0)=0 THEN ùSCREENCOPY >UH
,1,3:GOTO 2660
2656 IF INKEY(2)=0 THEN y=y-80:ùSCR >CY
EENCOPY,1,3:GOTO 2660
2657 GOTO 2654                       >PE
2660 PLOT x,y:DRAW x,y+20:DRAW x-20 >JV
,y+20:DRAW x-20,y+40:DRAW x+20,y+40
:DRAW x+20,y+20:DRAW x,y+20
2664 PLOT x,y+40:DRAW x,y+60         >WW
2675 x=x-8:y=y+5:PRINT CHR$(23);CHR >XM
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
3000 WINDOW #2,1,40,1,1:PAPER #2,1: >JK
PEN #2,0
3010 WINDOW #1,18,35,3,4:PAPER #1,1 >KQ
:PEN #1,0
3020 RETURN                          >EJ
3050 '***** transformateur *****    >YA
3053 TAG:MOVE x,y:PRINT CHR$(125);: >KQ
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
3056 PLOT x,y:DRAW x,y-30:PLOT x,y- >UV
60:DRAW x,y-90
3059 PLOT x+20,y:DRAW x+20,y-30:PLO >GL
T x+20,y-60:DRAW x+20,y-90
3062 DEG                             >YC
3065 FOR f=0 TO 360 STEP 4           >RU
3068 PLOT x+15*COS(f),(y-45)+15*SIN >FZ
(f)
3071 PLOT (x+20)+15*COS(f),(y-45)+1 >KX
5*SIN(f)
3074 NEXT                            >LF
3077 x=x-8:y=y+5:PRINT CHR$(23);CHR >XK
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
4000 '***** bornes avec numero ou l >XG
ettre *****
4003 TAG:MOVE x,y:PRINT CHR$(125);: >GH
TAGOFF:ùSCREENCOPY,1,3
4004 PRINT CHR$(23);CHR$(3);         >WL
4007 CLS #1:PRINT #1,"No suivant (N >HC
)"
4008 PRINT #1,"Autre (A)"            >UF
4009 IF INKEY(67)=0 THEN CLS #1:CAL >GD
L &BB03:INPUT #1,"Num/letr :?",ca$:
GOTO 4015
4010 IF INKEY(46)=0 THEN ùSCREENCOP >HM
Y,1,3:TAG:MOVE x,y+3:PRINT CHR$(111
);:MOVE x-14,y+17:PRINT bo;:TAGOFF:
bo=bo+1:GOTO 4020
4011 GOTO 4009                       >MG
4015 ùSCREENCOPY,1,3:TAG:MOVE x,y+3 >QF
:PRINT CHR$(111);:MOVE x-14,y+17:PR
INT " ";ca$;:TAGOFF:GOTO 4020
4020 PRINT CHR$(23);CHR$(1);:CH1$=C >AF
HR$(24):CH2$="":CH3$="":CH4$="":CH5
$="":GOSUB 2330:GOTO 60
4021 '***** bornes sans numero **** >XK
*
4022 TAG:MOVE x,y:PRINT CHR$(125);: >GJ
TAGOFF:ùSCREENCOPY,1,3
4023 PRINT CHR$(23);CHR$(3);:ùSCREE >BT
NCOPY,1,3:TAG:MOVE x,y+3:PRINT CHR$
(111);:TAGOFF
4024 PRINT CHR$(23);CHR$(1);:CH1$=C >AK
HR$(24):CH2$="":CH3$="":CH4$="":CH5
$="":GOSUB 2330:GOTO 60
4030 '***** LAMPES *****            >XK
4031 CALL &BD19                      >UH
4033 TAG:MOVE x,y:PRINT CHR$(125);: >KP
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
4036 CLS#1:PRINT #1,"Direction :?"  >FY
4039 IF INKEY(0)=0 THEN ùSCREENCOPY >GA
,1,3:GOSUB 4050:GOTO 4049
4042 IF INKEY(2)=0 THEN ùSCREENCOPY >BJ
,1,3:y=y-70:GOSUB 4050:y=y+70:GOTO
4049
4045 IF INKEY(1)=0 THEN ùSCREENCOPY >GZ
,1,3:GOSUB 4060:GOTO 4049
4047 IF INKEY(8)=0 THEN ùSCREENCOPY >BT
,1,3:x=x-70:GOSUB 4060:x=x+70:GOTO
4049
4048 GOTO 4039                       >MK
4049 x=x-8:y=y+5:PRINT CHR$(23);CHR >XK
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
4050 PLOT x,y:DRAW x,y+20:PLOT x,y+ >UD
50:DRAW x,y+70
4051 DEG                             >Y8
4052 FOR f=0 TO 360 STEP 4           >RQ
4053 PLOT x+15*COS(f),(y+35)+15*SIN >FQ
(f)
4054 NEXT f                          >VF
4055 PLOT x-9,y+24:DRAW x+8,y+46:PL >FF
OT x+8,y+24:DRAW x-7,y+46
4056 RETURN                          >FJ
4060 PLOT x,y:DRAW x+20,y::PLOT x+5 >VL
0,y:DRAW x+70,y
4061 DEG                             >YC
4062 FOR f=0 TO 360 STEP 4           >RR
4063 PLOT (x+35)+15*COS(f),y+15*SIN >FR
(f)
4064 NEXT f                          >VG
4065 PLOT x+24,y-9:DRAW x+46,y+9:PL >FG
OT x+24,y+8:DRAW x+46,y-7
4066 RETURN                          >FK
5000 '***** fleches de tension **** >XH
*
5001 TAG:MOVE x,y:PRINT CHR$(125);: >KK
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5:ùSCREENCOPY,1,3
5002 CLS #1:PRINT #1,"Direction ?"  >EB
5003 IF INKEY(2)=0 THEN ùSCREENCOPY >EU
,1,3:PLOT x,y:DRAW x-4,y+5:PLOT x,y
:DRAW x+4,y+5:GOTO 5010
5004 IF INKEY(0)=0 THEN ùSCREENCOPY >EX
,1,3:PLOT x,y:DRAW x-4,y-5:PLOT x,y
:DRAW x+4,y-5:GOTO 5010
5005 IF INKEY(8)=0 THEN ùSCREENCOPY >EC
,1,3:PLOT x,y:DRAW x+5,y-4:PLOT x,y
:DRAW x+5,y+4:GOTO 5010
5006 IF INKEY(1)=0 THEN ùSCREENCOPY >EA
,1,3:PLOT x,y:DRAW x-5,y-4:PLOT x,y
:DRAW x-5,y+4:GOTO 5010
5007 GOTO 5003                       >MH
5010 x=x-8:y=y+5:PRINT CHR$(23);CHR >XY
$(1);:CH1$=CHR$(24):CH2$="":CH3$=""
:CH4$="":CH5$="":GOSUB 2330:GOTO 60
5100 '***** bobine *****            >XJ
5110 TAG:MOVE x,y:PRINT CHR$(125);: >HK
TAGOFF:PRINT CHR$(23);CHR$(0);:x=x+
8:y=y-5
5115 y1=1:x1=x                       >EJ
5120 PRINT #1,"Direction?"           >YX
5123 IF INKEY(0)=0 THEN bob=3:GOTO  >FK
5130
5124 IF INKEY(2)=0 THEN bob=2:GOTO  >FM
5130
5125 IF INKEY(8)=0 THEN bob=1:GOTO  >FU
5130
```





```
5126 IF INKEY(1)=0 THEN bob=0:GOTO  >FL
5130
5127 GOTO 5123                      >ND
5128 PRINT #1,"Sens?"               >QW
5130 IF bob=1 AND INKEY(2)=0 THEN y >QT
=y-8:GOTO 5200
5131 IF bob=1 AND INKEY(0)=0 THEN y >2C
=y+8:y=y+48:GOTO 5200
5132 IF bob=0 AND INKEY(2)=0 THEN y >QV
=y-8:GOTO 5210
5133 IF bob=0 AND INKEY(0)=0 THEN y >ZE
=y+8:y=y+48:GOTO 5210
5134 IF bob=2 AND INKEY(8)=0 THEN x >QF
=x-8:GOTO 5230
5135 IF bob=2 AND INKEY(1)=0 THEN x >ZH
=x+8:x=x+48:GOTO 5230
5136 IF bob=3 AND INKEY(8)=0 THEN x >RD
=x-8:GOTO  5220
5137 IF bob=3 AND INKEY(1)=0 THEN x >AB
=x+48:x=x+8:GOTO 5220
5199 GOTO 5130                      >PA
5200 ùSCREENCOPY,1,3:DEG:FOR f=80 T >YU
0 270 STEP 5:PLOT x+8*COS(f),y+8*SI
N(f):PLOT x+8*COS(f),(y-16)+8*SIN(f
):PLOT x+8*COS(f),(y-32)+8*SIN(f):P
LOT x+8*COS(f),(y-48)+8*SIN(f):NEXT
:GOTO 5900
5210 ùSCREENCOPY,1,3:DEG:FOR f=270  >AX
TO 450 STEP 5:PLOT x+8*COS(f),y+8*S
IN(f):PLOT x+8*COS(f),(y-16)+8*SIN(
f):PLOT x+8*COS(f),(y-32)+8*SIN(f):
PLOT x+8*COS(f),(y-48)+8*SIN(f):NEX
T:GOTO 5900
5220 ùSCREENCOPY,1,3:DEG:FOR f=0 TO >VU
 180 STEP 5:PLOT x+8*COS(f),y+8*SIN
(f):PLOT (x-16)+8*COS(f),y+8*SIN(f)
:PLOT (x-32)+8*COS(f),y+8*SIN(f):PL
OT (x-48)+8*COS(f),y+8*SIN(f):NEXT:
GOTO 5900
5230 ùSCREENCOPY,1,3:DEG:FOR f=180  >AZ
TO 360 STEP 5:PLOT x+8*COS(f),y+8*S
IN(f):PLOT (x-16)+8*COS(f),y+8*SIN(
f):PLOT (x-32)+8*COS(f),y+8*SIN(f):
PLOT (x-48)+8*COS(f),y+8*SIN(f):NEX
T:GOTO 5900
5900 IF bob=1 AND y<>x1+48 THEN y=y >QZ
-48:GOTO 5999
5810 IF bob=0 AND y<>x1+48 THEN y=y >Q2
-48:GOTO 5999
5820 IF bob=2 AND INKEY(8)=0 THEN x >TY
=x+48:GOTO 5999
5830 IF bob=3 AND INKEY(8)=0 THEN x >TA
=x+48:GOTO 5998
5899 PRINT CHR$(23);CHR$(1);:x=x-8: >KZ
y=y+5:CH1$=CHR$(24):ch3$="":GOSUB 2
330:GOTO 60
6000 GOTO 5130                      >MC
9131 IF symb=23 THEN 5100           >TC
8997 '****************************** >AG
*****
8998 '*** sous programme impressio >AH
n ***
8999 '****************************** >AJ
*****
10000 ùSCREENCOPY,4,1:PAPER #2,0:PE >RV
N #2,0:CLS #2
10001 PRINT CHR$(23);CHR$(0);       >WH
10010 PLOT 1,1:DRAW 639,1:DRAW 639, >HX
399:DRAW 1,399:DRAW 1,1:PLOT 1,375:
DRAW 639,375
10011 PLOT 380,375:DRAW 380,400:PLO >ZC
T 524,375:DRAW 524,400
10020 ùSCREENCOPY,3,1               >RX
10030 WINDOW #5,10,30,11,14:PAPER # >LL
5,1:PEN #5,0:CLS #5:CALL &BB03: INP
UT #5,"Nom du dessin ?",nom$
10040 ùSCREENCOPY,1,3:TAG:MOVE 5,39 >CR
5:PRINT nom$;:TAGOFF:ùSCREENCOPY,3,
1
10050 CLS #5:INPUT #5,"DATE JJ?",JJ >DG
$
10051 INPUT #5,"     MM?",MM$       >VG
10052 INPUT #5,"     AA?",AA$       >VF
10053 date$=jj$+"/"+mm$+"/"+aa$     >XV
10054 INPUT #5,"No FOLIO ?",folio$  >CJ
10058 ùSCREENCOPY,1,3:TAG:MOVE 527, >YK
395:PRINT "Folio "+folio$;:TAGOFF:ù
SCREENCOPY,3,1
10059 ùSCREENCOPY,1,3:TAG:MOVE 385, >GB
385:PRINT date$;:TAGOFF:ùSCREENCOPY
,3,1
10060 ùSCREENCOPY,1,3               >RB
10061 CLS #5:PRINT #5,"VIDAGE :(P)/ >BD
(G)":CALL &BB06:IF INKEY(27)=0 THEN
 ùSCREENCOPY,1,3:ùSCREENCOPY,3,1:ùH
COPY1:ùSCREENCOPY,1,4:ùSCREENCOPY,3
,1:PRINT CHR$(23);CHR$(2);:GOTO 60
10082 ùSCREENCOPY,1,3               >RF
10083 ùSCREENCOPY,3,1:ùHCOPY2:ùSCRE >LA
ENCOPY,1,4:ùSCREENCOPY,3,1:PRINT CH
R$(23);CHR$(2);:GOTO 60
21000 '*********************        >CJ
21010 '*     H E L P       *        >CK
21020 '*********************        >DA
21030 MODE 2:LOCATE 30,13:PRINT "(V >JN
)ideo / (i)mprimante ?"
21040 IF INKEY(56)=0 THEN 1=0:GOTO  >GD
21065
21050 IF INKEY(35)=0 THEN PRINT #8, >ZD
CHR$(27)+"x"+CHR$(1):c=8:i=0:GOSUB
21065
21060 GOTO 21040                    >AJ
21065 CLS                           >FK
21070 PRINT #1,"                    >UY
              H E L P :"
21075 PRINT #1:PRINT #1:PRINT #1    >AZ
21080 PRINT #1:PRINT #1,"           >UV
     F1   : Fonction deplacement"
21090 PRINT #1:PRINT #1,"           >KA
     F2   : Fonction trace"
21100 PRINT #1:PRINT #1,"           >PQ
     F3   : Fonction choix de symbo
l (1 A 23)"
21110 PRINT #1:PRINT #1,"           >MG
     F4   : Fonction efface "
21120 PRINT #1:PRINT #1,"           >ZE
     F5   : Fonction insert texte "

21130 PRINT #1:PRINT #1,"           >VX
     F6   : Menu principal : - Nouv
eau dessin  "
21140 PRINT #1,"                    >VB
                     - Dessin en cou
rs "
21150 PRINT #1,"                    >PQ
                     - Lecture
  "
21160 PRINT #1,"                    >RD
                     - Sauvegarde
  "
21170 PRINT #1,"                    >TH
                     - Impression
  "
21180 PRINT #1,"                    >MF
                     - Help
  "
21190 IF c=8 THEN i=c:c=0:GOTO 2107 >CF
0
22000 CALL &BB03:CALL &BB06:MODE 1: >PM
ùSCREENCOPY,1,3:TAG:MOVE x,y:PRINT
CHR$(125);:TAGOFF:ch1$=CHR$(24):ch5
$="":GOSUB 2330:GOSUB 3000:GOTO 60
25000 IF DERR=146 THEN ùSCREENCOPY, >TG
1,2:GOTO 1410
25002 IF DERR<>146 THEN 1410        >VW
25010 CONT                          >QF
```



```
20000 REM      I M P R I N A N T E
20010 MEMORY &7FFF
20020 FOR i=&A000 TO &A480
20030 READ a$
20040 b$="&"+a$
20050 c=VAL(b$)
20060 POKE i,c
20070 NEXT
20080 DATA 00,00,00,00,00,00,00,00,
00,00,00,00,01,15,A0,21,08,A0,C3,D1
,BC,3E,A0,C3,89,A0,C3,EB,A1,C3,52,A
3,C3,67,A3,C3,7C,A3,C3,87,A3,C3,97,
A3,C3,A7,A3,C3,C5,A3,C3,D9,A3,C3,F7
,A3,C3,15,A4,C3,3D,A4,48,43,4F,50,5
9,B1,48,43,4F,50,59,B2:REM*********
***
20090 DATA 45,50,53,4F,CE,45,50,53,
4F,46,C6,48,4E,49,D4,43,4F,55,52,52
,48,45,D2,50,48,43,C1,45,4C,49,54,C
5,43,4F,4E,44,45,4E,53,C5,44,42,46,
52,41,00,47,52,41,D3,45,4C,41,52,47
,C9,48,54,41,4C,48,C3,00,CD,8D,A0,C
B,3E,1E,32,07,A0,F5,C5:REM*********
***
20100 DATA 05,E5,DD,E5,FD,E5,CD,2B,
BD,21,94,01,22,00,A0,11,00,00,ED,53
,02,A0,11,00,00,ED,53,02,A0,3E,1B,C
D,E0,A1,3E,40,CD,E0,A1,3E,1B,CD,E0,
A1,3E,31,CD,E0,A1,3E,1B,CD,E0,A1,3E
,2A,CD,E0,A1,3E,05,CD,E0,A1,3E,40,C
D,E0,A1,3E,01,CD,E0,A1:REM*********
***
20110 DATA ED,5B,02,A0,2A,00,A0,22,
04,A0,CD,F0,BB,FE,00,28,05,21,06,A0
,CB,F6,ED,5B,02,A0,2A,04,A0,2B,2B,2
2,04,A0,CD,F0,BB,FE,00,28,05,21,06,
A0,CB,EE,ED,5B,02,A0,2A,04,A0,2B,2B
,22,04,A0,CD,F0,BB,FE,00,28,05,21,0
6,A0,CB,E6,ED,5B,02,A0:REM*********
***
20120 DATA 2A,04,A0,2B,2B,22,04,A0,
CD,F0,BB,FE,00,28,05,21,06,A0,CB,DE
,ED,5B,02,A0,2A,04,A0,2B,2B,22,04,A
0,CD,F0,BB,FE,00,28,05,21,06,A0,CB,
06,ED,5B,02,A0,2A,04,A0,2B,2B,22,04
,A0,CD,F0,BB,FE,00,28,05,21,06,A0,C
B,CE,ED,5B,02,A0,2A,04:REM*********
***
20130 DATA A0,2B,2B,CD,F0,BB,FE,00,
28,05,21,06,A0,CB,C6,3A,06,A0,CD,E0
,A1,3E,00,32,06,A0,ED,5B,02,A0,13,1
3,ED,53,02,A0,21,80,02,A7,ED,52,7C,
FE,00,C2,DE,A0,7D,FE,00,C2,DE,A0,3E
,0A,CD,E0,A1,2A,00,A0,11,0E,00,A7,E
D,52,22,00,A0,22,04,A0:REM*********
***
20140 DATA 3A,07,A0,3D,32,07,A0,FE,
00,C2,AA,A0,3E,0A,CD,E0,A1,3E,1B,CD
,E0,A1,3E,40,CD,E0,A1,FD,E1,DD,E1,E
1,D1,C1,F1,C9,CD,2E,BD,38,FB,CD,2B,
BD,30,FE,C9,CD,EF,A1,C9,3E,5C,32,07
,A0,F5,C5,05,E5,DD,E5,FD,E5,CD,2B,B
D,11,00,00,ED,53,00,A0:REM*********
***
20150 DATA 21,00,00,22,02,A0,21,00,
00,22,02,A0,3E,18,CD,E0,A1,3E,40,CD
,E0,A1,3E,18,CD,E0,A1,3E,31,CD,E0,A
1,3E,1B,CD,E0,A1,3E,2A,CD,E0,A1,3E,
05,CD,E0,A1,3E,00,CD,E0,A1,3E,02,CD
,E0,A1,2A,02,A0,ED,5B,00,A0,ED,53,0
4,A0,CD,F0,BB,FE,00,28:REM*********
***
20160 DATA 05,21,06,A0,CB,F6,2A,02,
A0,ED,5B,04,A0,13,ED,53,04,A0,CD,F0
,BB,FE,00,28,05,21,06,A0,CB,EE,2A,0
2,A0,ED,5B,04,A0,13,ED,53,04,A0,CD,
F0,BB,FE,00,28,05,21,06,A0,CB,E6,2A
,02,A0,ED,58,04,A0,13,ED,53,04,A0,C
D,F0,BB,FE,00,28,05,21:REM*********
***
20170 DATA 06,A0,CB,DE,2A,02,A0,ED,
5B,04,A0,13,ED,53,04,A0,CD,F0,BB,FE
,00,28,05,21,06,A0,CB,06,2A,02,A0,E
D,5B,04,A0,13,ED,53,04,A0,CD,F0,B8,
FE,00,28,05,21,06,A0,CB,CE,2A,02,A0
,ED,5B,04,A0,13,CD,F0,BB,FE,00,28,0
5,21,06,A0,CB,C6,3A,06:REM*********
***
20180 DATA A0,CD,E0,A1,3E,00,32,06,
A0,2A,02,A0,23,22,02,A0,21,90,01,ED
,5B,02,A0,A7,ED,52,7C,FE,00,C2,3F,A
2,7D,FE,00,C2,3F,A2,0E,70,3E,00,CD,
E0,A1,0D,7B,FE,00,20,F5,3E,0A,CD,E0
,A1,2A,00,A0,0E,07,23,0D,79,FE,00,2
0,F9,22,00,A0,22,04,A0:REM*********
***
20190 DATA 3A,07,A0,30,32,07,A0,FE,
00,C2,0C,A2,3E,0A,CD,E0,A1,3E,18,CD
,E0,A1,3E,40,CD,E0,A1,FD,E1,DD,E1,E
1,D1,C1,F1,C9,3E,CD,32,5A,BB,3E,2B,
32,5B,BB,3E,BD,32,5C,BB,3E,C9,32,5D
,BB,C8,3E,CF,32,5A,BB,3E,FA,32,5B,B
B,3E,B3,32,5C,BB,3E,CF:REM*********
***
20200 DATA 32,5D,BB,C9,3E,1B,CD,E0,
A1,3E,40,CD,E0,A1,C9,3E,1B,CD,E0,A1
,3E,78,CD,E0,A1,3E,01,CD,E0,A1,C9,3
E,1B,CD,E0,A1,3E,78,CD,E0,A1,3E,00,
CD,E0,A1,C9,DD,6E,00,7D,FE,00,20,0B
,3E,1B,CD,E0,A1,3E,50,CD,E0,A1,C9,3
E,1B,CD,E0,A1,3E,4D,CD:REM*********
***
20210 DATA E0,A1,C9,00,6E,00,7D,FE,
00,20,06,3E,12,CD,E0,A1,C9,3E,0F,CD
,E0,A1,C9,DD,6E,00,7D,FE,00,20,0B,3
E,1B,CD,E0,A1,3E,48,CD,E0,A1,C9,3E,
1B,CD,E0,A1,3E,47,CD,E0,A1,C9,DD,6E
,00,70,FE,00,20,0B,3E,1B,CD,E0,A1,3
E,46,CD,E0,A1,C9,3E,1B:REM*********
***
20220 DATA CD,E0,A1,3E,45,CD,E0,A1,
C9,DD,6E,00,70,FE,00,20,10,3E,1B,CD
,E0,A1,3E,57,CD,E0,A1,3E,30,CD,E0,A
1,C9,3E,18,CD,E0,A1,3E,57,CD,E0,A1,
3E,31,CD,E0,A1,C9,DD,6E,00,7D,FE,00
,20,0B,3E,18,CD,E0,A1,3E,35,CD,E0,A
1,C9,3E,1B,CD,E0,A1,3E:REM*********
***
20230 DATA 3A,CD,E0,A1,C9,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00
,00,00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,00,00,00,00,00,00:
REM*********
```

FLEURS

Henri BELHAIRE

Le programme Fleurs est un jeu de réflexion dans lequel l'ordinateur affiche 4 rangées contenant chacune une certaine quantité de fleurs. Il s'agit de cueillir à tour de rôle (vous jouez contre la machine) un nombre variable de fleurs dans une même rangée. Le gagnant est celui qui cueillera la ou les dernières fleurs. Il y a quatre niveaux de difficulté, le niveau 1 est le plus facile alors que le niveau 4 vous donnera du fil à retordre.

Avant de lancer le premier listing, il faut tout d'abord démarrer par RUN «FLEURA» (2nd listing). Ce dernier va créer un fichier FLEUR 1 DIN. Le jeu se lance grâce à RUN «FLEUR».

FLEUR.BAS

Valable pour CPC 464 CPC 664 CPC 6128


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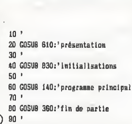
```
10 'JEU DE FLEURS                     >LA
20 'PROGRAMME --FLEUR.BAS--           >LB
30 'BELHAIRE Henri --- Fevrier 1988 >LC
 ---
40 'creer le programme FLEUR1.BIN a >LD
vec
50 'le programme FLEURA.BAS avant d >LE
e
60 'lancer ce programme...            >LF
1000 'PRESENTATION DU JEU             >XD
1010 MODE 0:BORDER 0:INK 0,13:INK 1 >DQ
,0:INK 2,3:INK 3,6:INK 4,9:INK 5,12
:INK 6,15:INK 7,16:INK 8,2:INK 9,24
:INK 10,22:PAPER 0:CLS
1020 PLOT 10,10,1                     >GD
1030 DRAWR 620,0:DRAWR 0,380:DRAWR  >XV
-620,0:DRAWR 0,-380
1040 LOCATE 4,2:PEN 2:PRINT "BELHAI >CP
RE Henri":LOCATE 7,4:PRINT "PRESENT
E":
1050 FOR s=0 TO 360 STEP 4            >RE
1060 LET c=40*SIN (s):LET a=40 *COS >XL
(s):LET b=70 *SIN (s)
1070 PLOT 320,140:DRAWR a,b,2         >W2
1080 PLOT 320,260:DRAWR a,b,10        >XD
1090 PLOT 260,200:DRAWR b,a,3         >WC
1100 PLOT 380,200:DRAWR b,a,8         >WC
1110 PLOT 370,250:DRAWR c,a,5         >WF
1120 PLOT 270,250:DRAWR c,a,6         >WG
1130 PLOT 370,150:DRAWR c,a,7         >WJ
1140 PLOT 270,150:DRAWR c,a,4         >WF
1150 NEXT s                           >WH
1160 FOR s=0 TO 360 STEP 2            >RE
1170 LET a=70 *COS(s):LET b=50 *SIN >EV
 (s)
1180 PLOT 320,200:DRAWR a,b,1         >WX
1190 NEXT s                           >XB
1200 FOR s=0 TO 360 STEP 2            >RZ
1210 LET a=40 *COS(s):LET b=40 *SIN >EK
 (s)
1220 PLOT 320,200:DRAWR a,b,9         >WA
1230 NEXT s                           >WG
1240 LOCATE 5,23:PRINT "JEU DE FLEU >GK
RS"
2000 'INITIALISATION                  >XE
2010 MEMORY &6FFF:LOAD "!FLEUR1.BIN >CC
":FOR N=1 TO 3000:NEXT
2020 SYMBOL 242,&99,&5A,&3C,&FF,&FF >WH
,&3C,&5A,&99:LET A$=CHR$(242)+CHR$(
32)
2030 SYMBOL 243,&18,&18,&18,&18,&18 >UF
,&18,&5A,&5A:LET B$=CHR$(243)+CHR$(
32)
2040 SYMBOL 244,&5A,&7E,&3C,&BD,&FF >WF
,&FF,&7E,&3C:LET C$=CHR$(244)+CHR$(
32)
2050 MODE 1:LOCATE 9,2:PEN 2:PRINT  >EH
"#### JEU DE FLEURS ####"
2060 LOCATE 4,4:PEN 1:PRINT"Le JEU  >YW
DE FLEURS est une variante du"
2070 LOCATE 2,5:PRINT"jeu de MARIEN >VW
BAD,l'ordinateur choisit"
2080 LOCATE 2,6:PRINT"au hasard 4 r >RX
angees d'une certaine "
2090 LOCATE 2,7:PRINT"quantite de f >UT
leurs."
2100 LOCATE 4,8:PRINT"A tour de rol >VN
e,il s'agira de cueillir"
2110 LOCATE 2,9:PRINT"des fleurs,ma >ZT
is attention dans la meme"
2120 LOCATE 2,10:PRINT"rangee."     >CC
2130 LOCATE 4,11:PRINT"Le gagnant e >TA
st celui qui cueillera"
2140 LOCATE 2,12:PRINT"la ou les de >GP
rnieres fleurs."
2150 LOCATE 4,13:PRINT"L'ordinateur >WQ
 vous laisse le chois de"
2160 LOCATE 2,14:PRINT"commencer ou >JB
 non la partie..."
2170 LOCATE 4,15:PRINT"Vous pourrez >RY
 choisir le niveau de"
2180 LOCATE 2,16:PRINT"difficulte e >DQ
ntre 1 et 4 ...."
2190 LOCATE 4,18:PRINT"BONNE CHANCE >KJ
 CAR L'ORDINATEUR N'EST "
2200 LOCATE 6,20:PRINT" PAS UN ADVE >XU
RSAIRE FACILE."
2210 LOCATE 8,22:PEN 2:PRINT"APPUYE >ZX
Z SUR UNE TOUCHE":LET Q$=INKEY$:IF
Q$="" THEN GOTO 2210
2220 ENV 1,1,8,1,2,-1,2,7,-1,8       >VN
2230 ENV 2,3,2,1,1,1,1,1,0,8,5,-1,4 >FJ
,2,1,20
2240 ENV 3,1,7,4,7,-1,20             >QQ
2250 ENT 6,1,0,14,1,1,7,2,-1,7,1,1, >AA
7
2260 MODE 1:INK 0,10: INK 1,6:INK 2 >JY
,9:INK 3,0
2270 WINDOW #1,2,39,21,24            >TC
2280 WINDOW #2,3,38,4,8              >QT
2290 WINDOW #3,3,38,8,12             >RN
2300 WINDOW #4,3,38,12,16            >TA
2310 WINDOW #5,3,38,16,19            >TK
2320 'AFFICHAGE DU JEU               >XK
2330 PLOT 10,10:DRAW 10,390:DRAW 63 >EY
0,390:DRAW 630,10:DRAW 10,10:PLOT 1
0,85:DRAW 630,85:PLOT 10,360:DRAW 6
30,360:
2340 PEN 1:LOCATE 8,2:PRINT "#### J >XQ
EU DE FLEURS ####"
2350 PEN 3:LOCATE 2,6:PRINT "A":LOC >GM
ATE 2,10:PRINT "B":LOCATE 2,14:PRIN
T "C":LOCATE 2,18:PRINT "D"
2360 LOCATE 39,6:PRINT "N"           >UR
2370 LOCATE 39,8:PRINT "I"           >UP
2380 LOCATE 39,10:PRINT "V"          >VU
2390 LOCATE 39,12:PRINT "E"          >VD
2400 LOCATE 39,14:PRINT "A"          >VT
2410 LOCATE 39,16:PRINT "U"          >VT
2420 CLS#1:LOCATE#1,1,2:INPUT #1,"C >XG
hoisissez votre niveau 1,2,3 ou 4 "
;n:IF n<1 OR n>4 THEN GOTO 2420
2430 LOCATE 38,19:PRINT N            >UR
2440 PLOT 10,10:DRAW 10,390:DRAW 63 >EA
0,390:DRAW 630,10:DRAW 10,10:PLOT 1
0,85:DRAW 630,85:PLOT 10,360:DRAW 6
30,360:
2450 RANDOMIZE TIME                  >PM
2460 LET A=INT(N*4*RND)+1:POKE &6F0 >FL
0,A
2470 LET B=INT(N*4*RND)+1:POKE &6F0 >FQ
1,B
2480 LET C=INT(N*4*RND)+1:POKE &6F0 >FV
2,C
2490 LET D=INT(N*4*RND)+1:POKE &6F0 >F2
3,D
2500 GOSUB 2570:GOSUB 2580:GOSUB 25 >Q2
90:GOSUB 2600
2510 PAPER #1,2:CLS#1:LOCATE #1,10, >LX
2: PEN #1,3:PRINT #1,"VOULEZ VOUS C
OMMENCER ?...":LOCATE #1,14,3:PRINT
 #1,"( Oui ou Non )"
2520 Q$=INKEY$:IF Q$="" THEN GOTO 2 >DC
520
2530 IF Q$="O" OR Q$="o" THEN GOTO  >DD
2610
2540 IF Q$="N" OR Q$="n" THEN GOTO  >DC
2700
2550 GOTO 2520                       >MJ
2560 'AFFICHAGE DES FLEURS           >YF
2570 PAPER #2,0:CLS #2:LOCATE #2,2, >XL
2:FOR N=1 TO A:PEN #2,1:PRINT #2,A$
;:NEXT:LOCATE #2,2,3:FOR N=1 TO A:P
EN #2,2:PRINT #2,B$;:NEXT:LOCATE #2
,2,4:FOR N=1 TO A:PEN #2,2:PRINT #2
,C$;:NEXT:RETURN
2580 PAPER #3,0:CLS #3:LOCATE #3,2, >XC
2:FOR N=1 TO B:PEN #3,1:PRINT #3,A$
;:NEXT:LOCATE #3,2,3:FOR N=1 TO B:P
EN #3,2:PRINT #3,B$;:NEXT:LOCATE #3
,2,4:FOR N=1 TO B:PEN #3,2:PRINT #3
,C$;:NEXT:RETURN
2590 PAPER #4,0:CLS #4:LOCATE #4,2, >XU
2:FOR N=1 TO C:PEN #4,1:PRINT #4,A$
;:NEXT:LOCATE #4,2,3:FOR N=1 TO C:P
EN #4,2:PRINT #4,B$;:NEXT:LOCATE #4
,2,4:FOR N=1 TO C:PEN #4,2:PRINT #4
,C$;:NEXT:RETURN
2600 PAPER #5,0:CLS #5:LOCATE #5,2, >XA
2:FOR N=1 TO D:PEN #5,1:PRINT #5,A$
;:NEXT:LOCATE #5,2,3:FOR N=1 TO D:P
EN #5,2:PRINT #5,B$;:NEXT:LOCATE #5
,2,4:FOR N=1 TO D:PEN #5,2:PRINT #5
,C$;:NEXT:RETURN
2610 'VOTRE JEU                      >YB
2620 FOR n=1 TO 1000:NEXT            >TP
2630 CLS#1:LOCATE #1,2,2:PEN #1,3:P >DB
RINT #1,"DANS QUELLE RANGEE PRENEZ
VOUS DES":LOCATE #1,5,3:PRINT#1,"FL
EURS ? (A ou B ou C ou D)"
2640 Q$=INKEY$:IF Q$="" THEN GOTO 2 >EA
640
2650 IF Q$="A" OR Q$="a" GOTO 2870  >YL
2660 IF Q$="B" OR Q$="b" GOTO 2880  >YQ
2670 IF Q$="C" OR Q$="c" GOTO 2890  >YV
2680 IF Q$="D" OR Q$="d" GOTO 2900  >YP
2690 GOTO 2640                       >MG
2700 'JEU DE L'ORDINATEUR            >YB
2710 IF A<>0 THEN  LET AA=INT (5*RN >MC
D)+1 ELSE AA=0
2720 IF (A<>0 AND AA>A) THEN GOTO 2 >CM
710
2730 IF B<>0 THEN  LET BB=INT (5*RN >PB
D)+1 ELSE BB=0
2740 IF (B<>0 AND BB>B) THEN GOTO 2 >CW
730
2750 IF C<>0 THEN  LET CC=INT (5*RN >PJ
D)+1 ELSE CC=0
2760 IF (C<>0 AND CC>C) THEN GOTO 2 >CE
750
2770 IF D<>0 THEN  LET DD=INT (5*RN >PB
D)+1 ELSE DD=0
2780 IF (D<>0 AND DD>D) THEN GOTO 2 >CN
770
2790 POKE &6F04,AA:POKE &6F05,BB:PO >EP
KE &6F06,CC:POKE &6F07,DD
2800 CALL &7000                      >PJ
2810 LET W=PEEK (&6F00):LET X=PEEK  >EK
(&6F01):LET Y=PEEK (&6F02):LET Z=PE
EK (&6F03)
2820 IF W<>A THEN GOTO  2920         >UM
2830 IF X<>B THEN GOTO  2930         >UR
2840 IF Y<>C THEN GOTO  2940         >UW
2850 IF Z<>D THEN GOTO  2950         >UA
2860 'ENLEVEMENT DE VOS FLEURS       >YJ
2870 IF A=0 THEN GOTO 2630 ELSE CLS >XA
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>A) THEN GOTO 2870 EL
SE LET A=A-F:PRINT CHR$(7);:POKE &6
F00,A:GOSUB 2570:GOTO 2970
2880 IF B=0 THEN GOTO 2630 ELSE CLS >XK
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>B) THEN GOTO 2880 EL
SE LET B=B-F:PRINT CHR$(7);:POKE &6
F01,B:GOSUB 2580:GOTO 2970
2890 IF C=0 THEN GOTO 2630 ELSE CLS >XV
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>C) THEN GOTO 2890 EL
SE LET C=C-F:PRINT CHR$(7);:POKE &6
F02,C:GOSUB 2590:GOTO 2970
2900 IF D=0 THEN GOTO 2630 ELSE CLS >XA
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>D) THEN GOTO 2900 EL
SE LET D=D-F:PRINT CHR$(7);:POKE &6
F03,D:GOSUB 2600:GOTO 2970
2910 'ENLEVEMENT DES FLEURS DE L'OR >YE
DINATEUR
2920 PAPER #1,2:CLS#1:LOCATE #1,10, >LQ
```



```
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;A-W:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..A..":GOSUB 3050:LET A=W
:POKE &6F00,A:GOSUB 2570:GOTO 2980
2930 PAPER #1,2:CLS#1:LOCATE #1,10, >LA
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;B-X:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..B..":GOSUB 3050:LET B=X
:POKE &6F01,B:GOSUB 2580:GOTO 2980
2940 PAPER #1,2:CLS#1:LOCATE #1,10, >LK
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;C-Y:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..C..":GOSUB 3050:LET C=Y
:POKE &6F02,C:GOSUB 2580:GOTO 2980
2950 PAPER #1,2:CLS#1:LOCATE #1,10, >LK
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;D-Z:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..D..":GOSUB 3050:LET D=Z
:POKE &6F03,D:GOSUB 2600:GOTO 2980
2960 '                              >YK
2970 IF (A=0 AND B=0 AND C=0 AND D= >GK
0) THEN GOTO 2980 ELSE GOTO 2700
2980 IF (A=0 AND B=0 AND C=0 AND D= >GV
0) THEN GOTO 3020 ELSE GOTO 2610
2990 'VOUS AVEZ GAGNE               >ZC
3000 FOR N=1 TO 1000:NEXT:FOR N=5 T >ZZ
0 1 STEP -1:CLS #N:LOCATE #N,8,2:PE
N#N,1:PRINT#N,"BRAVO VOUS AVEZ GAGN
E":SOUND 1,N*100,100,5:NEXT
3010 GOTO 3060                      >MA
3020 'L'ORDINATEUR A GAGNE          >ZH
3030 FOR N=1 TO 1000:NEXT:FOR N=1 T >QJ
0 5 :CLS #N:LOCATE #N,7,2:PEN#N,1:P
RINT#N,"DOMMAGE VOUS AVEZ PERDU":SO
UND 1,N*100,100,5:NEXT
3040 GOTO 3060                      >MD
3050 N=40:SOUND 1,N*10,40,7,1,6:SOU >QW
ND 2,N*20,80,7,2,6:SOUND 3,N*5,20,7
,3,6:FOR N= 1 TO 1000:NEXT:RETURN
3060 FOR N=1 TO 5000:NEXT:PAPER #1, >GQ
1:CLS#1:LOCATE #1,4,3:PEN#1,3:PRINT
#1,"UNE AUTRE PARTIE (Oui ou Non)..
.?
3070 Q$=INKEY$:IF Q$="" THEN GOTO 3 >DE
070
3080 IF Q$="O" OR Q$="o" THEN GOTO  >DC
2320
3090 IF Q$="N" OR Q$="n" THEN GOTO  >DY
3100
3100 MODE 0:INK 1,2,3:FOR N=1 TO 10 >DR
000:LOCATE 5,10:PRINT "AU REVOIR":N
EXT:END
```

FLEURA

```
10 A=&7000:F=&70D9:L=100:WHILE A<=F
:FOR A=A TO A+15:READ C$:K=VAL("&"+
C$):S=S+K+65536*(S+K>32767):IF A<=F
 THEN POKE A,K
20 NEXT:READ D$:T=VAL("&"+D$):IF T<
>S THEN PRINT CHR$(7);"Erreur ligne
";L:END ELSE L=L+5:WEND
100 DATA 21,00,6F,46,21,01,6F,4E,21
,02,6F,56,21,03,6F,5E,038E
105 DATA 00,3E,00,A8,A9,AA,AB,00,FE
,00,00,CA,22,70,C4,64,09F4
110 DATA 70,C9,3E,00,B8,CA,34,70,78
,21,04,6F,96,21,00,6F,0FC3
115 DATA 77,C3,21,70,B9,CA,44,70,79
,21,05,6F,96,21,01,6F,15FA
120 DATA 77,C3,21,70,BA,CA,54,70,7A
,21,06,6F,96,21,02,6F,1C45
125 DATA 77,C3,21,70,BB,CA,61,70,7B
,21,07,6F,96,21,03,6F,22A1
130 DATA 77,C3,21,70,3E,00,A8,A9,AA
,AB,FE,00,C2,74,70,7B,2A6C
135 DATA 32,00,6F,C9,3E,00,B8,CA,7E
,70,05,C3,64,70,3E,00,305E
140 DATA 21,00,6F,46,A8,A9,AA,AB,FE
,00,C2,92,70,79,32,01,3748
145 DATA 6F,C9,3E,00,B9,CA,9C,70,00
,C3,7E,70,3E,00,21,01,3068
150 DATA 6F,4E,A8,A9,AA,AB,FE,00,C2
,80,70,7A,32,02,6F,C9,4594
155 DATA 3E,00,BA,CA,BA,70,15,C3,9C
,70,3E,00,21,02,6F,56,488A
160 DATA A8,AB,AA,AB,FE,00,C2,CE,70
,7B,32,03,6F,C9,3E,00,5354
165 DATA BB,CA,D8,70,1D,C3,BA,70,C9
,00,00,00,00,00,00,00,5BF4
170 SAVE "FLEUR1.BIN",B,&7000,&D9
```



DANGER

Valable pour
☐ CPC 464
☒ CPC 664
☒ CPC 6128

Henri Chauvet

Ce très petit jeu convient tout à fait à de jeunes enfants qui ne sont pas habitués à l'ordinateur. Pour obtenir un bon score, il faut un minimum de stratégie. Les enfants s'y laissent prendre facilement. De plus, le record est enregistré sur la disquette ce qui augmente la motivation.



```
10 '                                >LA
20 GOSUB 610:'présentation          >JA
30 '                                >LC
40 GOSUB 830:'initialisations       >JG
50 '                                >LE
60 GOSUB 140:'programme principal   >JC
70 '                                >LG
80 GOSUB 360:'fin de partie         >JJ
90 '                                >LJ
100 REM**************************** >XG
110 REM*** programme principal ***  >CL
120 REM**************************** >YA
130 '                               >RE
140 EVERY 20 GOSUB 950              >P2
150 fl=0:flag=1:sc=0:tx=0:ty=0      >AN
160 x=RND*500+50:y=RND*300+50       >XU
170 PLOT x,y,2,1                    >LC
180 CLEAR INPUT                     >LV
190 a$=INKEY$                       >PD
200 IF a$=CHR$(243) OR JOY(0)=8 THE >GQ
N tx=4:ty=0:flag=0:GOTO 240
210 IF a$=CHR$(242) OR JOY(0)=4 THE >HU
N tx=-4:ty=0:flag=0:GOTO 240
220 IF a$=CHR$(240) OR JOY(0)=1 THE >GE
N ty=2:tx=0:flag=0:GOTO 240
230 IF a$=CHR$(241) OR JOY(0)=2 THE >X2
N ty=-2:tx=0:flag=0
240 x=x+tx:y=y+ty                   >NV
250 IF TEST(x,y)<>0 AND flag=0 THEN >FC
 360
260 IF tx<>0 THEN FOR at=1 TO 10:NE >FJ
XT at
270 SOUND 1,400,5,10,,,10           >RW
280 PLOT x,y,2                      >WA
290 GOTO 190                        >ZH
300 RETURN                          >YJ
310 '                               >RE
320 REM*********************        >TR
330 REM*** fin de partie ***        >UF
340 REM*********************        >TU
350 '                               >RJ
360 fl=REMAIN(0)                    >LW
370 ENT 1,100,2,2:SOUND 1,284,200,1 >TJ
5,,1:SOUND 1,238
380 FOR at=1 TO 2000:NEXT at        >VY
390 IF scaf>msc THEN msc=scaf       >YP
400 MODE 1:PEN 1:PRINT"ton score po >HM
ur cette partie :";:PEN 3:PRINT sca
f
410 PEN 1:PRINT:PRINT"ton record d' >DF
aujourd'hui    :";:PEN 3:PRINT msc
420 PEN 1:PRINT:PRINT"RECORD ABSOLU >FZ
 : ";:PEN 3:PRINT n$;:PEN 1:PRINT"
avec";:PEN 3:PRINT rec
430 INK 2,20,1:PEN 2:LOCATE 10,25:P >EE
RINT"appuie sur une touche":CLEAR I
NPUT:CALL &BB06:CLS:INK 2,20:PEN 1

440 IF msc>rec THEN 450 ELSE 500    >YL
450 rec=msc:IF n$<>"" THEN PEN 2: L >VF
OCATE 18,1:PRINT"BRAVO !":PEN 1:PRI
NT:PRINT"Tu as battu le record de "
;n$;"."
460 CLEAR INPUT:LOCATE 1,6:INPUT"Qu >EP
el est ton nom ? ",n$:IF n$="" THEN
 460
470 IF LEN(n$)>16 THEN n$=MID$(n$,1 >HG
,15)+"."
480 OPENOUT "recdang":WRITE#9,n$,re >VX
c:CLOSEOUT
490 CLS:GOTO 520                    >LB
500 MODE 1:PEN 1                    >BD
510 IF scaf=rec THEN PEN 1:LOCATE 1 >BH
8,1:PRINT"BRAVO !":PEN 1:PRINT:PRIN
T"Tu as egale le record de ";n$;"."
:FOR at=1 TO 2000:NEXT at
520 LOCATE 1,10:PRINT"On recommence >MQ
 (O/N) ? ";:PEN 2:PRINT"_"
530 k$=UPPER$(INKEY$):IF k$="" THEN >FQ
 530
540 IF k$="O" THEN LOCATE 23,10:PRI >YD
NT"OUI":FOR at=1 TO 1000:NEXT at:GO
TO 40
550 IF k$="N" THEN LOCATE 23,10:PRI >HU
NT"NON":FOR at=1 TO 2000:NEXT at:PE
N 1:CLS:END
560 '                               >TB
570 REM*********************        >RG
580 REM*** présentation ***         >WJ
590 REM*********************        >TA
600 '                               >BG
610 CALL &BC02:PAPER 0:PEN 1:BORDER >LZ
 1:MODE 0
620 ENT -1,60,-1,1,60,1,1:SOUND 1,1 >MT
00,480,12,,1
630 PEN 14:LOCATE 8,12:PRINT"DANGER >EB
"
640 INK 2,11:INK 3,7                >MV
650 FOR at=1 TO 3000:NEXT at        >VZ
660 MODE 1                          >JA
670 SYMBOL AFTER 64                 >NR
680 SYMBOL 64,48,24,120,12,124,204, >DL
118
690 SYMBOL 123,12,24,60,102,126,96, >C2
60
700 SYMBOL 125,48,24,60,102,126,96, >CC
60
710 SYMBOL 84,48,24,102,102,102,102 >DY
,62
720 PEN 1:LOCATE 4,2:PRINT"Tu dois  >QX
te déplacer sur un terrain":PRINT S
PACE$(9);"où TOUT est dangereux,":P
RINT"  y compris les traces de ton
passage.":PEN 2:LOCATE 12,7:PRINT"N
e touche A rien":LOCATE 15,8:PRINT"
... et ..."
730 PRINT"reste en vie le plus long >LW
temps possible.":PEN 1:LOCATE 4,12:
PRINT"Tu te déplaces avec les flèch
es."
740 PEN 3:PRINT:PRINT:PRINT:PRINT"E >JT
n haut de l'écran, tu peux voir :":
PRINT"  - ton record depuis le débu
t du jeu":PRINT"  - ton score actue
l":PRINT:PRINT"En bas sont inscrits
 :":PRINT"  - le nom et le score du
 champion."
750 OPENIN "recdang":INPUT#9,n$,rec >RX
:CLOSEIN
760 CLEAR INPUT:WHILE INKEY$="":pn= >NF
pn+1:PEN pn MOD 4:LOCATE 6,25:PRINT
"*** appuie sur une touche ***";:WE
ND
770 RETURN                          >ZK
780 '                               >TF
790 REM***********************      >VR
800 REM*** initialisations ***      >YD
810 REM***********************      >VJ
820 '                               >TA
830 MODE 0:INK 2,20                 >MM
840 RANDOMIZE TIME                  >MB
850 PLOT 0,20,7:DRAWR 0,358:DRAWR 6 >LG
39,0:DRAWR 0,-358:DRAWR -639,0
860 FOR i=1 TO 200                  >LP
870 PLOT RND*626+4,RND*355+22,1     >YZ
880 NEXT i                          >PE
890 PEN 6:LOCATE 17,1:PRINT 0       >XV
900 PEN 12:LOCATE 1,1:PRINT "ton re >TC
cord:";msc
910 IF n$<>"" THEN rec$=STR$(rec):L >CU
OCATE 11-LEN(n$+rec$)/2,25:PRINT n$
;rec$;
920 RETURN                          >2G
930 '                               >TC
940 REM**************************** >AY
**
950 REM*** remise A jour du score * >CC
**
960 REM**************************** >AA
**
970 '                               >TG
980 IF flag<>0 THEN RETURN          >VY
990 sc=sc+1                         >YH
1000 PEN 6:LOCATE 18,1:PRINT MID$(S >NY
TR$(sc),2)
1010 scaf=sc                        >HD
1020 RETURN                         >EG
```

HORLOGE

Frédéric LESPEZ



Insérez une K7 ou un DISC dans le lecteur, tapez le programme et exécutez–le.

Si tout se passe bien, il sauvera un fichier binaire (HORLOGE.BIN) dès lors réutilisable de la façon suivante :

MEMORY 88FFF : LOAD "HORLOGE. BIN", 89000:CALL 89000

ATTENTION : Si, toutefois, vous devez utiliser, ultérieurement, l'instruction SYMBOL AFTER, placez–la AVANT le MEMORY, sinon vous aurez droit à un facétieux «Memory full». En effet, ces deux instructions ne font pas bon ménage.

Ce programme met à votre disposition 4 nouvelles instructions Basic :

|HEURE, HH, MM, SS : Règle et met en marche la pendule (HH représente les heures, MM les minutes, SS les secondes). A ce moment–là, l'ordinateur affichera l'heure en haut à gauche de l'écran, pendant que vous pourrez mettre au point vos programmes Basic.

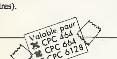
|SET ALARM, HH, SS : Règle l'alarme

|ALARMON : Met en marche l'alarme

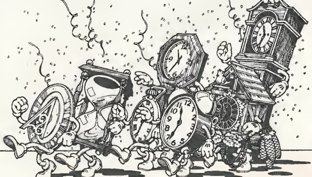
|ALARMOFF : Eteint l'alarme

|SEEALARM : Affiche à côté de l'heure, celle où va se déclencher l'alarme et son état (un point lumineux : ON, rien : OFF).

NB : Le programme ne vérifie pas si les données que vous entrez sont correctes (il ne contrôle que le nombre de paramètres).




```
10 '################################
20 '## LESPEZ  FREDERIC  PRESENTE  ##
30 '################################
40 '##  HORLOGE  V1.0 LE 10/08/88  ##
50 '################################
60 MODE 2:MEMORY &8FFF
70 FOR I=&9000 TO &9177 STEP 8:FOR J=0
 TO 7:READ A$(J):S=S+VAL("&"+A$(J)):NE
XT:READ A$(8):IF SGN(VAL("&"+A$(8)))=-
1 THEN CP=2^16 ELSE CP=0
80 IF S<>VAL("&"+A$(8))+CP THEN PRINT"
 ERREUR EN LIGNE No ";((I-&9000)/8)*10
+110:END
90 FOR J=0 TO 7:POKE I+J,VAL("&"+A$(J)
):NEXT:NEXT
100 SAVE"HORLOGE.BIN",B,&9000,&177,&90
00:CALL &9000:END
110 DATA 21,0A,90,01,0E,90,CD,D1,02F8
120 DATA BC,C9,00,00,00,00,1F,90,052C
130 DATA C3,44,90,C3,26,91,C3,2C,092C
140 DATA 91,C3,32,91,C3,42,91,48,0021
150 DATA 45,55,52,C5,41,4C,41,52,0FF2
160 DATA 4D,4F,CE,41,4C,41,52,4D,12C9
170 DATA 4F,46,C6,53,45,54,41,4C,159D
180 DATA 41,52,CD,53,45,45,41,4C,1867
190 DATA 41,52,CD,00,FE,03,C0,DD,1C65
200 DATA 7E,00,32,74,90,DD,7E,02,1F76
210 DATA 32,73,90,DD,7E,04,32,72,22AE
220 DATA 90,21,65,90,11,32,00,01,2498
230 DATA 32,00,C3,E9,BC,00,00,00,2732
240 DATA 00,00,00,00,00,00,81,78,2828
250 DATA 90,00,00,00,00,00,00,00,2888
260 DATA F3,F5,E5,C5,CD,78,BB,E5,2F32
270 DATA F5,3A,74,90,FE,3B,28,06,32CC
280 DATA 3C,32,74,90,18,26,AF,32,355D
290 DATA 74,90,3A,73,90,FE,3B,28,38FF
300 DATA 06,3C,32,73,90,18,15,AF,3B52
310 DATA 32,73,90,3A,72,90,FE,17,3ED8
320 DATA 28,06,3C,32,72,90,18,04,4092
330 DATA AF,32,72,90,21,01,01,CD,4365
340 DATA 75,BB,3A,72,90,CD,00,91,472F
350 DATA 3E,3A,CD,5A,BB,3A,73,90,4AC6
360 DATA CD,00,91,3E,3A,CD,5A,BB,4E7E
370 DATA 3A,74,90,CD,00,91,F1,E1,52EC
380 DATA CD,75,BB,3A,77,90,FE,00,5728
390 DATA 28,18,3A,76,90,47,3A,73,599D
400 DATA 90,B8,20,0F,3A,75,90,47,5C9A
410 DATA 3A,72,90,B8,20,05,3E,07,5EF8
420 DATA CD,5A,BB,C1,E1,F1,FB,C9,6531
430 DATA 4F,C5,0E,00,06,0A,B8,38,6753
440 DATA 05,90,0C,C3,06,91,79,F5,6ABC
450 DATA C6,30,CD,5A,BB,F1,06,09,8E94
460 DATA 81,10,FD,C1,47,79,48,91,727C
470 DATA C6,30,CD,5A,BB,C9,3E,FF,775A
480 DATA 32,77,90,C9,3E,00,32,77,7A43
490 DATA 90,C9,FE,02,C0,DD,7E,00,7EB7
500 DATA 32,76,90,DD,7E,02,32,75,81F3
510 DATA 90,C9,CD,78,BB,E5,21,01,8653
520 DATA 0C,CD,75,BB,3A,75,90,CD,8A68
530 DATA 00,91,3E,3A,CD,5A,BB,3A,8D8D
540 DATA 76,90,CD,00,91,3E,20,CD,911C
550 DATA 5A,BB,3A,77,90,FE,00,28,8498
560 DATA 04,3E,E7,18,02,3E,20,CD,9706
570 DATA 5A,BB,E1,CD,75,BB,C9,00,98C2
```



LABY

Sébastien BIGEARD

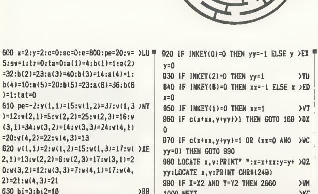
Prisonnier d'un labyrinthe, vous devez vous échapper en n'oubliant pas les trésors qui vous enrichissent, les potions qui vous donnent de l'énergie et la clef qui ouvre la sortie. Mais attention, car un petit monstre vous poursuit et il est bien décidé à vous détruire.

Une astuce : le monstre ne peut aller en diagonale : il se déplace d'abord horizontalement et lorsqu'il est en face de vous, il se déplace verticalement. Ainsi, vous pouvez passer très près de lui mais il faut le faire rapidement.

N.B. : Pour utiliser le listing sur un 464, il faut supprimer ou remplacer les instructions CLEAR INPUT et GRAPHICS PEN.




```
10 REM labyrinthe                        >NZ
20 SYMBOL 255,224,224                    >PM
30 MODE 1:TAG:INK 1,0:INK 2,0:INK 0 >CP
,0:BORDER 0:PAPER 0:CLS
40 c=1:ti$="LABYRINTHE"                  >TR
50 long=LEN(ti$):longp=long*8            >AA
60 h=(639-long*48)/2                     >MM
70 MOVE 1,399:GRAPHICS PEN 1:PRINT  >NP
ti$;:PEN 2
80 rh=h:hc=1:v=216:vc=398                >VQ
90 FOR l=1 TO 8:FOR i1=1 TO longp   >ZQ
100 c=c+1:IF c>2 THEN c=1                >RR
110 IF TEST(hc,vc)=1 THEN MOVE h,v: >NL
GRAPHICS PEN c:PRINT CHR$(255);
120 h=h+6:hc=hc+2                        >LW
130 NEXT:v=v-6:vc=vc-2:hc=1:h=rh:NE >JF
XT
140 TAGOFF                               >UK
150 LOCATE 1,1:PRINT"          "    >YH
160 LOCATE 12,2:PEN 1:PRINT"SEBASTI >TT
EN  BIGEARD"
170 PEN 3:PRINT:PRINT:PRINT:PRINT:P >HG
RINT TAB(17) "PRESENTE"
180 INK 1,24:INK 2,15:INK 3,2            >VU
190 P$="PRESSEZ UNE TOUCHE"              >XN
200 PP=2                                 >TK
210 FOR i=1 TO 18                        >CD
220 pp=pp+1:IF pp>3 THEN pp=1            >XT
230 LOCATE 11+i,25:PEN pp:PRINT MID >UX
$(p$,i,1):NEXT
240 CLEAR INPUT                          >LR
250 IF INKEY$="" THEN 250                >RD
260 SYMBOL 240,153,102,80,165,165,9 >KY
0,102,153
270 SYMBOL 241,0,28,62,65,127,127,1 >CF
27
280 SYMBOL 242,0,8,8,28,62,62,28    >YJ
290 SYMBOL 243,0,0,224,191,229      >XJ
300 SYMBOL 244,0,16,124,16,16,16,16 >CE
,0
310 SYMBOL 245,60,126,90,60,102,90, >CZ
66
320 MODE 2:BORDER 1:INK 0,10:INK 1, >XB
0:PAPER 0:PEN 0:CLS
330 PAPER 1:LOCATE 36,2:PRINT"LABYR >88
INTHE":PAPER 0:PEN 1
335 PRINT:PRINT                     >MA
340 PRINT"Vous devez  ramasser le m >GD
aximum de  trisors @  travers un la
byrinthe  composi dequatre tableaux
 qui se ripitent au fur et @ mesure
 de votre progression."
345 PRINT                           >PE
350 PRINT"Cependant le  temps est   >TP
pricieux, car votre inergie  s'ipui
se  rapidement. Pouraugmenter celle
-ci, il vous  suffit de  boire les
 potions. En plus, pour sortird'un
tableau, vous devrez prendre la cil
 qui vous ouvrira la porte."
355 PRINT                           >PF
360 PRINT"Bien sur, vous ne  serez  >TL
pas seul : un petit  monstre  essay
era de vous croquer.Surtout faites
tris attention @ lui car il passe @
 travers les murs."
365 PRINT                           >PG
370 PRINT"A partir  de 21 trisors   >TE
collectis  dans un  tableau, vous o
btenez un  Bonus. Audipart, vous di
sposez de 5  vies et vous pourrez
en gagner  d'autres selon  vospoint
s."
375 PRINT                           >PH
380 PRINT"Dans chaque tableau, vous >RA
 trouverez :":PRINT:PRINT"  - 25 Tr
isors":PRINT"  - 10 Potions":PRINT"
  - 1 Clf"
410 LOCATE 20,25:PRINT"*** APPUYEZ  >NP
SUR 'ESPACE' POUR JOUER ***"
430 IF INKEY(47)=0 THEN 440 ELSE 41 >BE
0
440 MODE 1:INK 0,0:CLS:BORDER 0     >YA
450 INK 1,2:INK 2,24:PEN 1:LOCATE 1 >HD
,11:PRINT"Votre choix "
460 CLEAR INPUT                     >LW
470 PRINT:PRINT:PEN 2:PRINT"  - 1 = >VB
> Joystick"
480 PRINT"  - 2 => Clavier (touches >ZC
 flichies)"
480 PEN 1:LOCATE 13,11:INPUT zz     >ZD
500 IF zz<>1 AND zz<>2 THEN 490     >XB
510 CLS                             >UA
520 msc=0                           >GJ
530 DIM c(40,23)                    >WH
540 ENV 1,2,5,10,1,-5,10            >QJ
550 ENV 2,5,1,15                    >XH
560 ENT 1,3,-2,10                   >DB
570 ENV 4,5,-2,10:ENV 3,10,1,2      >WW
580 ENV 6,5,1,5                     >QK
590 INK 0,0:INK 1,0:INK 2,0:INK 3,0 >AC
```



```
600 x=2:y=2:c=0:sc=0:e=800:pe=20:v= >LU
5:sv=1:tr=0:ta=0:a(1)=4:b(1)=1:a(2)
=32:b(2)=23:a(3)=40:b(3)=14:a(4)=1:
b(4)=10:a(5)=20:b(5)=23:a(6)=36:b(6
)=1:tat=0
610 pe=-2:v(1,1)=15:v(1,2)=37:v(1,3 >NY
)=12:v(2,1)=5:v(2,2)=25:v(2,3)=16:v
(3,1)=34:v(3,2)=14:v(3,3)=24:v(4,1)
=20:v(4,2)=22:v(4,3)=13
620 w(1,1)=2:w(1,2)=15:w(1,3)=17:w( >XE
2,1)=13:w(2,2)=6:w(2,3)=17:w(3,1)=2
0:w(3,2)=12:w(3,3)=7:w(4,1)=17:w(4,
2)=21:w(4,3)=21
630 bi=3:bi2=16                     >BB
640 FOR i=1 TO 10:vs(i)=1:NEXT      >T2
650 q=0                             >PK
660 MODE 1                          >JA
670 WINDOW#1,1,40,1,1:WINDOW 1,40,2 >FJ
,25
680 INK 1,0:INK 2,0:INK 3,26:INK 0, >BT
0
690  BORDER 0:PAPER 0:PEN 3:PAPER#1 >AD
,2:PEN#1,3:CLS:CLS#1
700 tat=tat+1                       >TH
710 LOCATE 16,12:PRINT"TABLEAU";TAT >EK

720 PEN 1                           >AC
730 x2=39:y2=2:xp=x2:yp=y2          >M2
740 FOR j=1  TO 23                  >DC
750 FOR i=1 TO 40                   >CH
760 READ z                          >MD
770 c(i,j)=z                        >OC
780 IF c(i,j)=1 THEN LOCATE i,j:PRI >PW
NT CHR$(240)
780 NEXT:IF J=11 THEN GOSUB 5000    >ZW
791 NEXT                            >FC
800 INK 0,1:INK 1,10:INK 2,0:INK 3, >CU
24
810 WINDOW#2,1,40,25,25:PEN#2,3:PAP >RN
ER#2,2:CLS#2
820 GOSUB 1150                      >PJ
830 PEN 3                           >AG
840 x=2:y=2:LOCATE x,y:PRINT CHR$(2 >GE
49)
850 FOR i=1 TO bi                   >GH
860 FOR i2=1 TO bi2                 >MA
870 IF zz=2 THEN GOTO 920           >TE
880 jk$=BIN$(JOY(0),4)              >QL
890 xx=VAL(MID$(jk$,1,1))-VAL(MID$( >MN
jk$,2,1))
900 yy=VAL(MID$(jk$,3,1))-VAL(MID$( >ML
jk$,4,1))
910 GOTO 960                        >AB
920 IF INKEY(0)=0 THEN yy=-1 ELSE y >EX
y=0
930 IF INKEY(2)=0 THEN yy=1         >YU
940 IF INKEY(8)=0 THEN xx=-1 ELSE x >ED
x=0
950 IF INKEY(1)=0 THEN xx=1         >VT
960 IF c(x+xx,y+yy)>1 THEN GOTO 169 >DX
0
970 IF c(x+xx,y+yy)=1 OR (xx=0 AND  >WC
yy=0) THEN GOTO 990
980 LOCATE x,y:PRINT" ":x=x+xx:y=y+ >Q2
yy:LOCATE x,y:PRINT CHR$(249)
990 IF X=X2 AND Y=Y2 THEN 2660      >WH
1000 NEXT                           >KC
1010 IF x2<x THEN x2=x2+1:GOTO 1060 >BM
1020 IF x2>x THEN x2=x2-1:GOTO 1060 >BT
1030 IF y2<y THEN"y2=y2+1:GOTO 1060 >BU
1040 IF y2>y THEN y2=y2-1:GOTO 1060 >BZ
1050 GOTO 2670                      >MJ
1060 IF c(xp,yp)<>0 THEN GOSUB 2610 >HY
 ELSE LOCATE xp,yp:PRINT " "
1070 IF x2=x AND y2=y THEN 2670     >XY
1080 PEN 3:LOCATE x2,y2:PRINT CHR$( >GV
245)
1090 xp=x2:yp=y2                    >ME
1100 NEXT                           >KD
1110 e=e-pe:IF e<0 THEN e=0         >UT
1120 LOCATE#1,13,1:PRINT#1,e        >XL
1130 IF e<=0 THEN 1610              >NY
1140 GOTO 850                       >FE
1150 LOCATE #1,4,1:PRINT#1,"ENERGIE >HD
 :";e
1160 LOCATE #1,24,1:PRINT#1,"SCORE  >HE
:";sc
1170  LOCATE #2,17,1:PRINT#2,"VIES  >GY
:";v
1180 RANDOMIZE TIME:so=INT(RND*6)+1 >GP
:PEN 3:LOCATE a(so),b(so):PRINT CHR
$(240):c(a(so),b(so))=5
1190 IF ta=4 THEN ta=0              >PK
1200 ta=ta+1                        >CK
1210 IF bi=7 AND bi2=6 THEN GOTO 12 >CE
80
1220 bi2=bi2-1                      >QA
1230 IF tat=2 OR tat=3 THEN bi=3    >YK
1240 IF tat=4 OR tat=5 OR TAT=6 THE >GP
N bi=4
1250 IF TAT=7 OR TAT=8 THEN BI=5    >YA
1260 IF tat=9 THEN bi=6             >QP
1270 IF tat=10 THEN bi=7            >RA
1280 IF ta=2 THEN GOTO 1320         >UJ
1290 IF ta=3 THEN GOTO 1330         >UN
1300 IF ta=4 THEN RESTORE:GOTO 1340 >CK
1310 PEN 2:LOCATE 11,4:PRINT CHR$(2 >FJ
41):c(11,4)=2:LOCATE 20,12:PRINT CH
R$(241):c(20,12)=2:LOCATE 38,22:PRI
NT CHR$(241):c(38,22)=2:PEN 3:LOCAT
E 39,2:PRINT CHR$(242):c(39,2)=3:GO
TO 1350
1320 PEN 2:LOCATE 10,11:PRINT CHR$( >BC
241):c(10,11)=2:LOCATE 9,15:PRINT C
HR$(241):c(9,15)=2:LOCATE 38,5:PRIN
T CHR$(241):c(39,5)=2:PEN 3:LOCATE
27,8:PRINT CHR$(242):c(27,0)=3:GOTO
 1350
1330 PEN 2:LOCATE 5,20:PRINT CHR$(2 >FQ
41):c(5,20)=2:LOCATE 18,20:PRINT CH
R$(241):c(18,20)=2:LOCATE 36,4:PRIN
T CHR$(241):c(36,4)=2:PEN 3:LOCATE
11,15:PRINT CHR$(242):c(11,15)=3:GO
TO 1350
1340 PEN 2:LOCATE 2,20:PRINT CHR$(2 >GU
41):c(2,20)=2:LOCATE 23,2:PRINT CHR
$(241):c(23,2)=2:LOCATE 31,17:PRINT
 CHR$(241):c(31,17)=2:PEN 3:LOCATE
27,20:PRINT CHR$(242):c(27,20)=3
1350 PEN 2                          >FK
1360 FOR i=1 TO 22                  >LH
1370 RANDOMIZE TIME                 >PN
1380 m=INT(RND*38)+2:n=INT(RND*21)+ >EV
2
1390 IF c(m,n)<>0 THEN 1380         >TE
1400 LOCATE m,n:PRINT CHR$(241):c(m >HJ
,n)=2
1410 NEXT                           >KH
1420 PEN 3                          >FJ
1430 FOR i=1 TO 9                   >CE
1440 RANDOMIZE TIME                 >PK
1450 m=INT(RND*38)+2:n=INT(RND*21)+ >ET
2
1460 IF c(m,n)<>0 THEN 1450         >TA
1470 LOCATE m,n:PRINT CHR$(242):c(m >HU
,n)=3
1480 NEXT                           >LE
1490 m=INT(RND*38)+2:n=INT(RND*21)+ >EX
2
1500 IF c(m,n)<>0 THEN 1490         >TZ
1510 LOCATE m,n:PRINT CHR$(243):c(m >HQ
,n)=4
1520 pe=pe+4:IF pe>30 THEN pe=30:GO >JZ
TO 1540
1530 RETURN                         >FC
1540 q=q+1:IF q>3 THEN q=3          >TH
1550 PEN 1:FOR i=1 TO q             >QB
1560 IF c(v(ta,i),w(ta,i))<>0 THEN  >KC
GOTO 1590
1570 c(v(ta,i),w(ta,i))=1           >TC
1580 LOCATE v(ta,i),w(ta,i):PRINT C >LD
HR$(240)
1590 NEXT                           >LG
1600 RETURN                         >FA
1610 LOCATE x,y:PRINT CHR$(244):FOR >EH
 i=1 TO 25:PEN#1,0:LOCATE#1,4,1:PRI
NT#1,"ENERGIE :";e:FOR j=1 TO 200:N
EXT:PEN#1,3:LOCATE#1,4,1:PRINT#1,"E
NERGIE :";e:NEXT
1620 v=v-1:IF v=0 THEN GOTO 2500    >TL
1630 e=2000+INT(sc/1000)            >RB
1640 LOCATE x,y:PRINT " "           >UF
1650 x2=39:y2=2:x=2:y=2             >TF
1660 LOCATE x,y:PRINT CHR$(249)     >ZG
1670 PEN#1,3:LOCATE#1,4,1:PRINT#1," >MX
ENERGIE :";e:LOCATE#2,17,1:PRINT#2,
"VIES :";v
1680 GOTO 850                       >GD
1690 IF c(x+xx,y+yy)=5 THEN 1830    >ZZ
1700 LOCATE x,y:PRINT" ":x=x+xx:y=y >RZ
+yy:LOCATE x,y:PRINT CHR$(249)
1710 IF c(x,y)=3 THEN 1770          >TM
1720 IF c(x,y)=4 THEN 1800          >TH
1730 c(x,y)=0:sc=sc+150             >RV
1740 tr=tr+1                        >HC
1750 SOUND 1,0,25,5,2,0,10:SOUND 1, >HB
16,3,10
1760 GOTO 1870                      >NH
1770 c(x,y)=0:sc=sc+INT(RND*50)+10: >KH
e=e+40
1780 SOUND 1,10,20,5,3              >PT
1790 GOTO 1870                      >PA
1800 c(x,y)=0:sc=sc+35:c=1          >VD
1810 SOUND 1,16,30,5,1,1:SOUND 1,14 >LV
,20,10,0,1
1820 GOTO 1870                      >NE
1830 IF c=0 THEN GOTO 1100          >TX
```

2

```
1840 c=0:LOCATE x,y:PRINT" ":x=x+xx >FW
:y=y+yy:LOCATE x,y:PRINT CHR$(249):
SOUND 1,30,60,15,4,0,12
1850 FOR i=1 TO 3000:NEXT           >TQ
1860 GOTO 2250                      >NB
1870 LOCATE#1,13,1:PRINT#1,e:LOCATE >ZH
#1,31,1:PRINT#1,sc
1880 IF x=x2 AND y=y2 THEN 2660 ELS >LH
E GOTO 1100
1890 REM 1er tableau                >PJ
1900 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1 >NX
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,
0,0,0,1,0,0,0,0,0,1,0,1,0,0,1,1,0,1
,0,1,1,1,1,1,1,1,1,1,1,1,0,1,1,1,0,
1,1,1,0,1,0,1,1,1,1,1,0,1,1,1,0,0,0
,1,1
1910 DATA 1,0,1,0,1,0,1,0,1,0,0,0,0 >NC
,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,0,
0,0,1,0,1,0,1,0,0,1,1,0,1,0,1,0,1,0
,1,1,1,1,1,0,1,0,1,0,1,0,1,0,1,1,1,
0,1,0,1,0,1,0,1,0,1,1,1,1,0,1,1,0,1
,1,1,0,1,0,0,0,0,0,1,0,1,0,1,0,1,0,
1,0,1,0,0,0,1,0,1,0,1,0,1,0,0,0,0,0
,0,1
1920 DATA 1,0,0,0,0,0,0,0,1,1,1,0,0 >NE
,0,1,0,0,0,0,0,1,0,1,0,1,1,1,0,1,0,
1,0,1,1,1,0,1,1,0,1,1,0,1,1,1,1,1,1
,1,0,1,1,1,1,1,0,1,1,1,0,1,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,1,0,0,1,1,0,1
,0,0,0,1,1,0,0,1,0,0,0,0,0,1,0,1,1,
1,0,1,0,1,1,1,1,0,1,1,0,1,0,1,0,1,0
,1,1
1930 DATA 1,0,1,0,1,1,1,0,0,0,1,0,1 >NE
,0,1,1,1,0,0,0,0,0,1,0,0,0,0,0,0,1,
0,0,1,0,1,0,1,0,0,1,1,0,1,0,0,0,0,0
,1,0,1,0,1,0,1,0,0,0,1,1,1,0,1,0,1,
1,0,1,0,1,0,1,1,0,1,0,1,1,0,1,1,0,1
,1,1,1,1,1,1,0,1,0,1,0,1,0,1,1,1,0,
1,0,1,0,0,0,0,1,0,0,0,0,1,0,1,0,1,0
,0,1
1940 DATA 1,0,0,0,0,0,0,0,0,0,1,0,1 >NL
,0,1,0,1,0,0,0,1,0,1,0,1,0,1,1,1,1,
0,1,1,1,1,0,1,0,1,1,1,0,1,1,1,1,1,1
,1,1,1,0,1,0,1,0,1,0,1,0,1,0,0,0,1,
0,1,0,0,1,0,0,0,0,0,0,0,0,1,1,0,1
,0,1,0,1,0,0,0,1,0,1,0,1,0,1,0,1,0,
1,0,1,0,1,0,1,0,1,1,1,1,1,1,1,1,0,1
,1,1
1950 DATA 1,0,1,0,0,0,1,0,1,0,1,0,1 >NT
,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,1,
0,0,1,0,0,0,0,1,0,1,1,0,1,0,1,0,1,0
,1,1,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,
0,1,0,0,0,0,0,0,0,1,1,0,1,0,1,1,0,0
,0,0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,0,
1,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,0
,0,1
1960 DATA 1,0,1,1,1,1,1,0,1,1,1,0,1 >NB
,0,0,0,1,0,1,0,1,0,1,0,0,0,1,0,1,0,
1,0,1,0,1,0,1,1,0,1,1,0,1,0,0,0,0,0
,0,0,1,0,1,0,1,0,1,0,1,0,1,1,1,1,1,
0,1,0,1,0,1,0,1,0,1,0,0,1,0,1,1,0,1
,1,1,1,0,1,1,1,1,0,1,0,1,0,1,0,1,0,
1,0,0,0,1,0,1,0,1,0,1,0,1,0,1,1,1,1
,0,1
1970 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0 >RF
,0,1,0,0,0,1,0,0,0,1,0,0,0,0,0,1,0,
1,0,0,0,0,1,0,0,0,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1980 REM 2)me tableau               >QD
1990 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1 >NK
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,1,1,0,1
,1,1,1,1,1,1,1,1,1,1,0,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
,0,1
2000 DATA 1,0,0,0,0,0,0,0,0,0,0,0,1 >NF
,0,1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,1,0,1,1,0,1,1,1,1,1,0
,1,1,1,0,1,0,0,0,1,1,1,1,1,1,0,1,1,
1,1,1,1,1,1,0,1,1,1,1,0,1,0,1,1,0,1
,0,0,0,1,0,1,0,1,0,1,0,1,0,1,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,0,1
,0,1
2010 DATA 1,0,1,0,1,0,1,0,1,0,0,0,1 >NA
,0,1,0,1,0,1,0,1,0,1,0,1,1,1,1,1,1,
1,1,1,1,0,1,0,1,0,1,1,0,1,0,1,0,1,0
,1,1,1,1,1,0,1,0,1,0,1,0,1,0,1,0,1,
0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,1,0,1
,0,1,0,1,0,0,0,0,0,1,0,1,0,1,0,1,0,
1,0,1,0,1,1,1,0,1,0,1,0,1,1,0,1,0,1
,0,1
2020 DATA 1,0,1,0,1,0,1,0,1,1,1,1,1 >NA
,0,1,0,1,0,1,0,1,0,0,0,1,0,1,1,1,0,
1,0,1,0,0,1,0,1,0,1,1,0,1,0,1,0,1,0
,1,0,0,0,1,0,1,0,1,0,1,0,1,0,1,0,0,
0,0,1,0,0,1,0,1,0,0,1,0,1,0,1,1,0,1
,0,1,0,1,0,1,1,0,1,1,0,1,0,1,0,1,0,
1,0,1,1,0,1,1,1,0,1,1,0,1,0,0,1,0,1
,0,1
2030 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0 >MQ
,0,1,0,1,0,0,0,0,0,1,0,0,1,0,0,0,1,
0,0,1,0,1,1,0,1,0,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,0,1,0,1,1,1,1,1,0,1,
1,0,1,0,1,1,1,1,0,0,1,0,1,0,1,1,0,0
,0,0,0,0,0,0,0,0,0,0,0,1,0,1,0,1,0,
0,0,0,0,1,0,0,0,0,0,0,0,1,1,0,1,0,1
,0,1
2040 DATA 1,0,1,1,0,0,1,1,1,1,1,1,1 >NE
,1,1,0,1,0,1,0,1,1,1,1,1,1,1,0,1,1,
1,1,1,0,0,1,0,1,1,1,1,0,0,1,1,0,0,1
,0,0,0,0,0,0,1,0,1,0,1,0,1,0,1,0,1,
```

```
0,1,0,1,0,1,0,1,0,1,1,0,0,0,1,1,1,0
,0,1,1,0,1,0,1,1,0,1,0,1,0,0,0,1,0,
1,0,0,0,0,0,0,0,1,0,0,0,1,0,0,1,1,1
,0,1
2050 DATA 1,1,1,0,1,1,0,1,0,0,0,0,1 >NC
,0,0,0,0,1,1,0,1,1,0,1,0,1,0,1,1,0,
1,0,0,0,1,1,0,0,0,1,1,0,1,0,0,0,0,0
,0,1,1,1,1,0,0,1,0,1,0,0,0,1,0,1,0,
1,0,0,1,0,1,0,1,0,0,0,0,1,0,1,1,0,1
,1,1,1,1,1,0,0,0,1,0,0,1,1,0,1,0,1,
0,1,1,1,1,1,0,1,1,0,1,0,1,0,1,1,1,1
,0,1
2060 DATA 1,0,0,0,0,0,0,0,0,1,0,0,0 >QD
,1,1,0,0,1,0,0,0,0,0,0,0,0,0,1,0,0,
0,0,0,0,0,0,0,0,0,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
2070 REM 3ième tableau               >QV
2080 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1 >NZ
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,1,1,1
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,0,1,0,1,1,1,1,1,0,1,1,1,1
,0,1
2090 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0 >NQ
,0,0,0,0,0,0,0,0,0,0,0,1,0,1,0,1,0,
0,0,1,0,1,0,0,1,0,1,1,0,1,1,0,1,1,1
,0,1,0,1,1,1,1,1,1,1,1,1,1,1,1,0,1,
0,1,0,1,0,1,0,1,0,1,1,0,1,0,1,1,0,1
,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,
0,0,1,0,1,0,1,0,1,0,0,0,1,0,0,0,0,1
,0,1
2100 DATA 1,0,1,0,1,1,0,1,1,1,0,1,0 >NB
,1,1,1,1,1,0,1,1,1,1,0,1,0,1,0,1,0,
1,0,1,0,1,1,0,1,0,1,1,0,0,0,1,0,0,1
,0,0,0,1,0,1,0,0,0,0,0,0,0,0,0,0,1,
0,1,0,1,0,1,0,1,0,0,0,0,1,0,1,1,1,1
,0,1,0,1,1,0,1,0,1,0,1,1,1,0,1,1,1,
1,1,1,0,0,0,1,0,1,0,1,0,1,1,1,1,0,1
,0,1
2110 DATA 1,0,0,0,0,0,0,0,0,0,0,1,0 >NQ
,1,0,0,0,0,0,0,0,0,1,0,1,1,1,0,1,0,
0,0,0,0,0,1,0,1,0,1,1,1,0,1,1,1,1,1
,1,1,1,1,0,1,1,1,1,1,1,1,1,0,1,0,1,
0,0,0,1,0,1,1,1,1,0,1,0,1,0,1,1,0,0
,0,0,0,0,0,0,1,0,0,0,0,0,0,0,1,0,0,
0,0,1,0,1,0,1,1,1,0,1,0,0,1,0,1,0,1
,0,1
2120 DATA 1,1,1,1,1,1,0,1,0,0,0,1,1 >ND
,1,0,1,0,1,0,1,1,1,1,0,1,0,1,0,1,0,
1,0,1,1,0,0,0,1,0,1,1,0,0,0,0,0,0,1
,1,1,1,1,0,1,0,0,0,1,0,0,0,0,1,0,1,
0,1,0,0,0,1,0,0,1,0,1,0,1,0,1,1,0,1
,1,1,1,1,1,1,0,0,0,0,0,1,1,0,1,1,1,1,
1,0,1,0,1,0,1,0,1,0,1,1,0,1,0,1,0,1
,0,1
2130 DATA 1,0,0,0,0,0,0,1,0,1,1,1,0 >NT
,1,0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,0,
1,0,0,1,0,0,0,1,0,1,1,1,1,1,1,1,0,1
,0,0,0,0,0,1,0,1,1,1,1,1,1,1,1,0,1,
0,1,0,1,0,1,1,0,1,0,1,0,1,0,1,1,0,0
,0,0,0,0,1,0,1,1,1,1,1,0,0,0,0,0,0,
0,0,1,0,1,0,1,0,0,0,0,0,0,1,0,1,0,1
,0,1
2140 DATA 1,0,1,1,1,1,1,1,0,0,0,0,0 >NN
,1,0,1,1,1,1,1,1,0,1,0,1,0,1,1,1,1,
1,1,0,1,0,1,0,1,0,1,1,0,0,0,0,0,1,0
,0,1,1,1,0,0,0,1,0,0,0,0,0,0,0,0,1,
0,1,0,0,0,0,0,0,0,0,0,0,1,0,1,1,1,1
,1,1,1,1,0,1,1,0,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,0,1,0,1,1,1,1,1,1,1,1,1,1
,0,1
2150 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0 >QZ
,0,0,0,0,0,0,0,0,0,0,0,0,0,1,0,0,0,
0,0,0,0,0,0,0,0,0,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
2160 REM 4ième tableau               >QW
2170 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1 >NW
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,0,1,0,1,0,1,0
,0,0,1,0,0,0,1,0,1,0,1,0,1,0,0,0,1,
0,1,0,0,0,0,0,0,0,0,0,0,0,0,1,1,0,1
,0,1,0,1,0,1,0,1,0,1,0,1,0,0,0,1,0,
1,0,1,0,0,0,1,0,1,1,1,1,1,1,1,1,1,1
,0,1
2180 DATA 1,0,1,0,0,0,1,0,1,0,1,0,1 >NT
,0,1,1,1,0,1,0,1,1,1,1,1,0,1,0,0,0,
0,0,0,0,0,0,0,1,0,1,1,0,1,0,1,0,1,0
,1,0,1,0,1,0,0,0,1,0,1,0,0,0,0,0,1,
0,1,1,1,1,1,1,1,1,1,1,0,1,0,1,1,0,1
,0,1,0,0,0,1,0,0,0,1,0,1,0,1,0,0,0,
1,1,1,0,1,0,0,0,0,0,0,0,0,0,0,0,0,1
,0,1
2190 DATA 1,0,1,0,1,0,1,0,1,0,1,0,1 >NJ
,0,1,0,1,0,1,0,0,0,1,0,1,1,1,1,1,1,
1,0,1,1,1,1,1,1,0,1,1,0,1,0,1,0,1,0
,1,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,
0,0,0,0,0,0,0,0,0,0,0,1,0,1,1,0,1
,0,1,0,1,0,1,0,1,0,1,0,0,0,0,1,0,
1,0,1,0,1,1,1,1,1,1,1,1,1,0,1,1,0,1
,0,1
2200 DATA 1,0,1,0,1,0,0,0,0,0,1,0,1 >NQ
,1,1,1,1,0,1,0,1,0,0,0,1,0,0,0,0,0,
0,0,0,0,1,0,0,1,0,1,1,0,1,0,1,1,1,1
,1,0,1,0,1,0,0,0,1,0,1,0,1,0,1,0,1,
0,1,1,1,1,1,1,1,0,1,0,1,1,0,1,1,0,1
,0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,0,1,0,
0,0,1,0,1,0,1,0,0,0,0,0,0,0,1,0,0,1
,0,1
2210 DATA 1,0,1,1,1,1,1,1,1,0,1,0,1 >NC
,0,1,0,1,0,1,0,1,1,1,0,1,0,1,0,1,1,
1,1,1,0,1,1,0,1,0,1,1,0,0,0,0,0,1,0
,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0,0,1,
0,1,0,0,0,1,0,0,0,0,0,0,1,0,1,1,0,1
,0,1,0,0,0,1,0,1,0,1,0,1,0,1,0,1,0,
1,0,1,1,1,0,1,0,1,0,1,0,1,1,1,1,0,1
,0,1
2220 DATA 1,0,1,0,1,0,1,0,1,0,1,0,0 >NX
,0,1,0,0,0,1,0,1,0,1,0,0,0,1,0,1,0,
1,0,1,0,0,0,0,1,0,1,1,0,1,0,0,0,1,0
,1,0,1,0,1,1,1,1,1,1,1,0,1,0,1,0,1,
1,1,0,1,0,0,0,1,1,0,1,0,1,0,1,1,0,1
,0,1,1,1,0,1,0,1,0,0,0,0,0,0,0,1,0,
0,0,1,0,1,0,0,0,1,1,1,1,1,0,0,1,0,1
,0,1
2230 DATA 1,0,1,0,1,0,0,0,1,0,1,1,1 >NK
,1,1,1,0,1,1,0,1,1,1,0,1,0,1,1,1,0,
0,0,1,0,1,1,0,1,0,1,1,0,1,0,0,0,1,0
,1,0,0,0,0,0,0,0,0,0,1,0,1,0,0,0,1,
0,0,0,0,0,1,0,0,0,0,0,0,1,0,1,1,0,1
,1,1,1,1,0,1,1,1,1,0,1,1,1,1,1,1,0,
1,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
,0,1
2240 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0 >QZ
,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
2250 MODE 1:PAPER 2:CLS:PEN 0        >XV
2260 PAPER 0:PEN 3:LOCATE 16,1:PRIN >WG
T" TABLEAU";TAT
2270 PAPER 2:PRINT:PRINT:PEN 1:PRIN >RZ
T TAB(16) "TRESORS :";tr:PRINT
2280 PRINT:PEN 0:PRINT TAB(15) "*** >NA
 BONUS ***"
2290 bp=0:be=0                      >UC
2300 IF tr=21 THEN bp=500:be=50     >TH
2310 IF tr=22 THEN bp=1000:be=100   >ZT
2320 IF tr=23 THEN bp=1500:be=150   >ZF
2330 IF tr=24 THEN bp=2000:be=200   >ZZ
2340 IF tr=25 THEN bp=5000:be=250   >AB
2350 tr=0                           >FH
2360 PRINT:PEN 1:PRINT TAB(14) "Poi >ED
nts  : ";:PRINT "+";bp
2370 PEN 1:PRINT TAB(14) "Energie : >WA
 ";:PRINT "+";be
```




```
2380 PRINT:PRINT:PEN 0:PRINT TAB(9) >MQ
 "*** PASSAGE DU TABLEAU ***"
2390 PEN 1:PRINT:PRINT TAB(14) "Poi >XA
nts  : ";:PRINT "+";250+INT(sc/1000
)
2400 PRINT TAB(14) "Energie : ";:PR >FP
INT "+";100+INT(sc/1000)
2410 e=e+100+INT(sc/1000)+be        >WQ
2420 sc=sc+250+INT(sc/1000)+bp      >TH
2430 IF sc>=30000 AND sv=1 THEN PRI >GU
NT:PRINT"Vous venez d'atteindre";sc
;"points,";"vous gagnez un ";:PEN 3
:PRINT"Bonus de 5000 points";:PEN 1
:PRINT"et une";:PEN 3:PRINT" Vie Su
pplémentaire.":sc=sc+5000:v=v+1:sv=
0
2440 IF vs(INT(sc/100000))=1 THEN v >RU
s(INT(sc/100000))=0:PRINT:PRINT"Vou
s venez d'atteindre";sc;"points,";"
vous gagnez un ";:PEN 3:PRINT"Bonus
 de 10000 points";:PEN 1:PRINT"et u
ne";:PEN 3:PRINT" Vie Supplémentair
e.":sc=sc+10000:v=v+1
2450 PEN 3:PRINT:PRINT"   ENERGIE : >JN
";e;"    SCORE :";sc:PRINT TAB(17)
"VIES :";V
2460 PEN 1:LOCATE 5,25:PRINT"PRESSE >MY
Z 'ESPACE' POUR CONTINUER"
2470 a$=INKEY$                      >WH
2480 IF a$=" " THEN 2490 ELSE 2470  >YR
2490 GOTO 660                       >GC
2500 MODE 1:PAPER 2:CLS             >RG
2510 IF sc>ms THEN ms=sc            >TX
2520 PEN 3:LOCATE 14,10:PRINT"TABLE >QC
AUX :";tat
2530 PRINT:PEN 1:PRINT TAB(14) "SCO >PN
RE   :";SC
2540 PRINT:PEN 0:IF MS=SC THEN INK  >GM
0,1,2
2550 PRINT TAB(10) "MEILLEUR SCORE  >JG
:";MS
2560 LOCATE 8,25:PEN 1:PRINT"Voulez >KM
-vous rejouez ? o/n"
2570 a$=INKEY$:IF a$="" THEN 2570   >ZP
2580 IF a$="o" OR a$="O" THEN RESTO >MK
RE:GOTO 590
2590 IF a$="n" OR a$="N" THEN CLS:E >CV
ND
2600 GOTO 2570                      >MK
2610 IF c(xp,yp)=1 THEN PEN 1:LOCAT >NF
E xp,yp:PRINT CHR$(240):RETURN
2620 IF c(xp,yp)=2 THEN PEN 2:LOCAT >PB
E xp,yp:PRINT CHR$(241):RETURN
2630 IF c(xp,yp)=3 THEN PEN 3:LOCAT >PF
E xp,yp:PRINT CHR$(242):RETURN
2640 IF c(xp,yp)=4 THEN PEN 3:LOCAT >PJ
E xp,yp:PRINT CHR$(243):RETURN
2650 PEN 3:LOCATE xp,yp:PRINT CHR$( >RT
240):RETURN
2660 PEN 3:LOCATE x2,y2:PRINT CHR$( >TC
245):GOTO 2680
2670 PEN 3:LOCATE x2,y2:PRINT CHR$( >GB
245)
2680 SOUND 1,900,25,10,6            >RU
2690 SOUND 1,200,10,15              >PW
2700 SOUND 1,50,10,15               >NY
2710 FOR z=1 TO 2000:NEXT           >TD
2720 e=0:LOCATE #1,13,1:PRINT#1,e;" >FN
 "
2730 GOTO 1610                      >MH
5000 LOCATE 16,12:PRINT"          " >JE
:RETURN△
```

IMPRESSION D'ENVELOPPE

Thierry BOUCHER

Voici un petit programme (9 Ko) qui vous permettra d'imprimer l'adresse de vos correspondants directement sur l'enveloppe (il ne dessine pas le timbre tout de même). Le programme prend en compte deux tailles d'enveloppes (162 x 114 ou 220 x 110), il permet différents styles d'impression et peut contenir les adresses de vos principaux correspondants.

Déroulement du programme

1 Impression de l'adresse de l'expéditeur (choix O/N)
2 Choix du format de l'enveloppe (162*114 ou 220*110)
3 Choisir le style d'impression
4 L'adresse du destinataire est-elle en mémoire. Si oui alors choisir et 6
5 Entrer les données du destinataire
6 Correction des erreurs
7 Impression (possibilité de retour sans impression)
8 Autre enveloppe ou fin



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Liste des principales variables

a : coordonnées x pour affichage à l'écran
b : coordonnées y pour affichage à l'écran
titre$: titre
a$: commande du clavier
dest$: adresse des destinataires en mémoire
expdt$: adresse de l'expéditeur
données$: adresse du destinataire
long : longueur maximale autorisée pour une ligne à l'écran
long1 : tabulation à l'impression
type : type d'enveloppe
select : flag impression de l'adresse expéditeur
imp : sélection du type d'impression

Le programme utilise les RSX de A. COUCHOT, article paru dans le CPC HS N° 5.

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                     ;************************
                     ;*                      *
                     ;*    ùCADRE,X,Y,L,I    *
                     ;*    22/10/88          *
                     ;*                      *
                     ;************************
                     ;
                              ORG  9000H
                              LOAD 9000H
                     ;
9000 010990                   LD   BC,RSX
9003 211390                   LD   HL,NOYAU
9006 C3D1BC                   JP   OBCD1H
9009 0E90            RSX:     DEFW NOM
900B C31790                   JP   CADRE
900E 43414452        NOM:     DB   'CADR'
9012 C5                       DB   'E'+80H
                     NOYAU:   DEFS 4
                     ;
                     ;
9017 FE04            CADRE:   CP   4            ;4 PARAMETRES
9019 C0                       RET  NZ           ;SINON ERREUR
901A CD4990                   CALL ORIGINE      ;FIXE COORD ORIGINE
901D DD5603                   LD   D,(IX+3)     ;RECUPERE LA LONGUEUR
9020 DD5E02                   LD   E,(IX+2)
9023 D5                       PUSH DE
9024 210000                   LD   HL,0000      ; C'EST UNE HORIZONTALE
9027 CDF9BB                   CALL OBBF9H       ;TRACE LA LIGNE
902A DD6601                   LD   H,(IX+1)     ;RECUPERE LA HAUTEUR
902D DD6E00                   LD   L,(IX+0)
9030 E5                       PUSH HL
9031 110000                   LD   DE,0000      ; C'EST UNE VERTICALE
9034 CDF9BB                   CALL OBBF9H
9037 CD4990                   CALL ORIGINE
903A E1                       POP  HL           ;HAUTEUR
903B 110000                   LD   DE,0000      ; VERTICALE
903E CDF9BB                   CALL OBBF9H
9041 D1                       POP  DE           ;LONGUEUR
9042 210000                   LD   HL,0000      ; HORIZONTALE
9045 CDF9BB                   CALL OBBF9H
9048 C9                       RET
9049 DD5607          ORIGINE: LD   D,(IX+7)     ;RECUPERE LES
904C DD5E06                   LD   E,(IX+6)     ;COORDONEES
904F DD6605                   LD   H,(IX+5)     ;DE L'ORIGINE
9052 DD6E04                   LD   L,(IX+4)     ;
9055 CDC0BB                   CALL OBBC0H
9058 C9                       RET
                              END
```





```
IMPRESSION D'ENVELOPPE

 1  | ADRESSE EXPEDITEUR : OUI  | IMPRESSION : NLQ
 ADRESSE DU DESTINATAIRE :

 NOM PRENOM    :                               :
 ADRESSE       :                               :
 (SUITE)       :                               :
 VILLE         :                               :
 CODE POSTAL   :                               :

 CORRECT (O/N)

 SHIFT+:  f0 ==> Avenue     f1 ==> Rue         f2 ==> Boulevard
          f3 ==> Route      f4 ==> Chemin      f5 ==> Allée
          f6 ==> Impasse    f7 ==> Résidence   f8 ==> Place
```



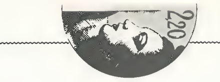

```
10 '                                 >LA
20 '***** IMPRESSION D'ENVELOPPE V4 >LB
.2 23/10/88 *****
30 '                                 >LC
40 IF PEEK(&8000)=42 THEN 50 ELSE G >JG
OSUB 1950:CALL &8000:GOSUB 2360
50 DIM dest$(50),a(50),b(50)        >VX
60 titre$="IMPRESSION D'ENVELOPPE": >UH
1$=CHR$(24)
70 '                                 >LG
80 '***** PROGRAMATION DES TOUCHES  >LH
DU PAVE NUMERIQUE *****
90 '                                 >LJ
100 KEY 128,"Avenue ":KEY DEF 15,1, >EF
48,128:KEY 129,"Rue ":KEY DEF 13,1,
49,129:KEY 130,"Boulevard ":KEY DEF
 14,1,50,130:KEY 131,"Route ":KEY D
EF 5,1,51,131:KEY 132,"Chemin ":KEY
 DEF 20,1,52,132:KEY 133,"Allée ":K
EY DEF 12,1,53,133
110 KEY 134,"Impasse ":KEY DEF 4,1, >YX
54,134:KEY 135,"Résidence ":KEY DEF
 10,1,55,135:KEY 136,"Place ":KEY D
EF 11,1,56,136
120 '                                >RD
130 '***** ADRESSE EXPEDITEUR ***** >RE
140 '                                >RF
150 MODE 2:INK 0,26:INK 1,26:PAPER  >LJ
0:PEN 1:BORDER 26:LOCATE 15,8:PRINT
"IMPRESSION DE L'ADRESSE DE L'EXPED
ITEUR";:ùDL:PRINT" (O/N)":ùST
160 LOCATE 18,5:ùDT:PRINT titre$:ùS >GT
T
170 ùCADRE,140,319,360,36           >TW
180 ùCADRE,136,315,368,44           >TF
190 ùCADRE,40,150,559,150           >TX
200 ùCADRE,40,265,559,0             >RQ
210 RESTORE 1690:ùDL:FOR i=1 TO 5:R >VQ
EAD expd$(i):LOCATE 12,i*10:PRINT e
xpd$(i):NEXT:ùST
220 INK 1,0                          >LK
230 GOSUB 1390                       >PK
240 IF A$="O" OR A$="o" THEN SELECT >TA
=1 ELSE SELECT=0
250 '                                >RH
260 '***** CHOIX DU TYPE D'ENVELOPP >RJ
E *****
270 '                                >RK
280 CLS:INK 1,26                     >GB
290 ùCADRE,40,240,380,155:DRAW 40,2 >PL
40:ùCADRE,40,40,260,155:DRAW 40,40:
MOVE 40,395:DRAW 420,240:MOVE 40,39
5:MOVE 40,195:DRAW 300,40
300 LOCATE 28,2:PRINT 1$;" 1 ";1$:L >JB
OCATE 21,15:PRINT 1$;" 2 ";1$
310 ùCADRE,333,110,263,20:ùCADRE,32 >QH
9,106,271,28
320 LOCATE 43,18:ùDL:PRINT"TYPE D'E >VF
NVELOPPE":ùST:INK 1,0:GOSUB 1390
330 C=VAL(A$):IF C<1 OR C>2 THEN PR >XT
INT CHR$(7):GOTO 320
340 IF a$="2" THEN long=25:long1=25 >KB
:TYPE=2
350 IF a$="1" THEN long=35:long1=32 >CF
360 '                                >RK
370 '***** TYPE D'IMPRESSION *****  >TA
380 '                                >TB
390 CLS:INK 1,26                     >GO
400 LOCATE 25,8:ùDT:PRINT"MODE D'IM >AL
PRESSION":ùST:ùCADRE,182,270,290,39
410 ùCADRE,178,266,298,47           >UK
420 LOCATE 20,12:PRINT"1 : QUALITE  >QR
COURRIER "
430 LOCATE 20,14:PRINT"2 : CONDENSE >RV
/ELARGIE/ITALIQUE"
440 LOCATE 20,16:PRINT"3 : QUALITE  >QX
STANDARD "
450 LOCATE 20,18:PRINT"4 : STANDARD >RD
/ITALIQUE"
460 ùCADRE,140,105,360,130:ùCADRE,1 >TG
36,101,368,138
470 INK 1,0:GOSUB 1390               >PA
480 C=VAL(A$):IF C<1 OR C>4 THEN PR >XH
INT CHR$(7):GOTO 470
490 IMP=VAL(A$)                      >FD
500 '                                >RF
510 '***** ADRESSE DU DESTINATAIRE  >RG
EN MEMOIRE *****
520 '                                >RH
530 CLS:INK 1,26                     >FK
540 LOCATE 15,8:PRINT"ADRESSE DU DE >AD
STINATAIRE EN MEMOIRE";:ùDL:PRINT"
(O/N)        ":ùST
550 ùCADRE,105,269,375,23           >TF
560 ùCADRE,101,265,383,31           >TW
570 INK 1,0:GOSUB 1390               >PB
580 IF A$="O" OR A$="o" THEN GOTO 1 >CT
430
590 '                                >TE
600 '***** BOUCLE PRINCIPALE *****  >RG
610 '                                >RH
620 CLS:INK 1,26                     >FK
630 LOCATE 19,3:ùDT:PRINT titre$:ùS >GT
T
640 ùCADRE,140,352,360,35           >TU
650 ùCADRE,136,348,368,43           >UE
660 ùCADRE,40,130,599,165           >TH
670 ùCADRE,40,75,599,25             >RN
```



```
680 ùCADRE,40,300,599,23                    >TX
690 ùCADRE,40,130,599,136                   >UA
700 ùCADRE,40,13,599,55:ùCADRE,344,         >LG
300,1,20
710 LOCATE 15,6:PRINT"ADRESSE EXPED         >BM
ITEUR : ";:IF SELECT=1 THEN PRINT i
$;" OUI ";i$ ELSE PRINT i$;" NON ";
i$
720 LOCATE 8,6:ùCADRE,90,300,1,20:I         >YG
F TYPE=2 THEN PRINT i$;" 2 ";i$ ELS
E PRINT i$;" 1 ";i$
730 LOCATE 45,6:PRINT"IMPRESSION :          >TE
";:IF IMP=1 THEN PRINT i$;" NLQ ";i
$ ELSE IF IMP=2 THEN PRINT i$;" ELA
RGIE/ITALIQUE ";i$ ELSE IF IMP=3 TH
EN PRINT i$;" STANDARD ";i$ ELSE PR
INT i$;" STANDARD/ITALIQUE ";i$
740 RESTORE 1650:FOR i=1 TO 5:READ          >QV
NOM$(i):NEXT
750 FOR i= 1 TO 5:LOCATE 10,i+10:PR         >VE
INT NOM$(i):NEXT
760 LOCATE 15,8:PRINT"ADRESSE DU DE         >WC
STINATAIRE :"
770 LOCATE 10,22:PRINT"SHIFT+:  f0          >ZB
==> Avenue       f1 ==> Rue        f
2 ==> Boulevard"
780 LOCATE 10,23:PRINT"            f3       >PN
==> Route        f4 ==> Chemin     f
5 ==> Allée"
790 LOCATE 10,24:PRINT"            f6       >TJ
==> Impasse      f7 ==> Résidence  f
8 ==> Place
800 IF select2=1 THEN 850 ELSE INK          >OO
1,0
810 FOR i=1 TO 5:LOCATE 25+long,i+1         >VX
0:PRINT ":":NEXT
820 FOR i=1 TO 5                            >WB
830 LOCATE 25,i+10:LINE INPUT "",DO         >ML
NNEES$(i)
840 IF LEN(DONNEES$(i))>long THEN L         >YV
OCATE 10,20:PRINT i$;" LIGNE TROP L
ONGUE POUR CE TYPE D'ENVELOPPE ";i$
:LOCATE 25,i+10:PRINT SPACE$(LEN(do
nnees$(i))):LOCATE 25+long,i+10:PRI
NT ":":LOCATE 25,i+10:GOTO 830 ELSE
 LOCATE 10,20:PRINT SPACE$(55):NEXT
850 FOR i=1 TO 5:LOCATE 25+long,i+1         >VB
0:PRINT ":":NEXT
860 LOCATE 10,20:PRINT"CORRECT ";i$         >AV
;" (O/N) ";i$:INK 1,0
870 GOSUB 1390                              >QK
880 IF A$="n" OR A$="N" THEN GOSUB          >ML
```

```
1250 ELSE 900
890 GOTO 850                                >AG
900  LOCATE 10,20:PRINT"IMPRESSION          >XL
";i$;" (O/N) ";i$
910 GOSUB 1390                              >QE
920 IF A$="N" OR A$="n" THEN GOTO 1         >CQ
180
930 IF INP(30000)=94 THEN LOCATE 10         >JK
,20:PRINT i$;" IMPRIMANTE PAS EN LI
GNE ";i$;"       ":GOTO 930
940 IF INP(30000)<>30 THEN 930 ELSE         >DA
 980
950 '                                       >TE
960 '***** MODULE IMPRESSION *****          >TF
970 '                                       >TG
980 LOCATE 10,20:PRINT SPACE$(25)           >BC
990 PRINT#8,CHR$(27);"A";                   >UJ
1000 PRINT #8,CHR$(15)                      >QC
1010 IF SELECT=0 THEN 1060                  >TF
1020 RESTORE 1690:FOR J=1 TO 5              >XL
1030 READ EXPDT$(J)                         >NN
1040 NEXT                                   >KG
1050 FOR J=1 TO 5:PRINT #8,EXPDT$(J         >JB
):NEXT
1060 FOR i=1 TO 5:PRINT#8:NEXT              >YF
1070 GOTO 1090                              >NF
1080 FOR i=1 TO 9:PRINT#8:NEXT              >YM
1090 IF imp=2 THEN PRINT#8,CHR$(27)         >UY
;"4":i$=CHR$(14)
1100 IF imp=1 THEN PRINT#8,CHR$(27)         >QE
;"x";CHR$(1):i$="":long1=long1+4
1110 IF imp=3 THEN PRINT#8,CHR$(27)         >EX
;"5":i$="":long1=long1+4
1120 IF imp=4 THEN PRINT#8,CHR$(27)         >XH
;"5";CHR$(27);"4":i$="":long1=long1
+4
1130 FOR i=1 TO 5:IF DONNEES$(i)=""         >NA
 THEN 1140 ELSE PRINT#8,i$;TAB(long
1);donnees$(i)
1140 NEXT                                   >KH
1150 '                                      >XK
1160 '***** FIN OU SUIVANTE *****           >YA
1170 '                                      >YB
1180 LOCATE 10,20:PRINT i$;" AUTRE          >LF
ADRESSE (O/N) ";i$:select2=0
1190 GOSUB 1390                             >XG
1200 IF A$="O" OR A$="o" THEN CLS:G         >GT
OTO 150
1210 CLS:END                                >HJ
1220 '                                      >XH
1230 '***** CORRECTION DES ERREURS          >XJ
*****
```

```
1240 '                                      >XK
1250 FOR I=1 TO 5                           >CA
1260 LOCATE 7,I+10:PRINT I:NEXT             >AN
1270 LOCATE 10,20:PRINT i$;" NUMERO         >WL
A MODIFIER ";i$
1280 GOSUB 1390                             >XG
1290 i=VAL(A$):IF i<1 OR i>5 THEN 1         >CA
270
1300 FOR J=1 TO 5:LOCATE 7,J+10:PRI         >HV
NT " ":NEXT:LOCATE 10,20:PRINT SPA
CE$(68):LOCATE 25,i+10:PRINT SPACE$
(long)
1310 LOCATE 25,i+10:LINE INPUT"",do         >NC
nnees$(i)
1320 b=LEN(DONNEES$(i))                     >TQ
1330 IF b>long THEN LOCATE 10,20:PR         >BV
INT i$;" LIGNE TROP LONGUE POUR CE
TYPE D'ENVELOPPE : TAPEZ UNE TOUCHE
 ";i$:LOCATE 25,i+10:PRINT SPACE$(L
EN(donnees$(i))):LOCATE 25+long,i+1
0:PRINT ":":LOCATE 25,i+10:CALL &BB
06:GOTO 1300 ELSE 1340
1340 LOCATE 10,20:PRINT SPACE$(68)          >BL
1350 RETURN                                 >FC
1360 '                                      >YC
1370 '***** ATTENTE D'UNE REPONSE *         >TD
****
1380 '                                      >TE
1390 A$=INKEY$:IF A$="" THEN 1390 E         >LX
LSE RETURN
1400 '                                      >XH
1410 '***** ADRESSE DESTINATAIRE EN         >XJ
 MEMOIRE *****
1420 '                                      >XK
1430 CLS:INK 1,26:RESTORE 1730:FOR          >JB
i=1 TO 40:READ dest$(i):NEXT
1440 FOR j=1 TO 40:READ a,b:LOCATE          >DQ
a,b:PRINT dest$(j):NEXT
1450 ùCADRE,36,6,568,388:ùCADRE,40,         >WA
10,560,380:MOVE 310,10:DRAW 310,389
:FOR i=106 TO 295 STEP 95:MOVE 40,i
:DRAW 600,i:NEXT
1460 LOCATE 35,3:PRINT"(1)":LOCATE          >MH
70,3:PRINT"(2)":LOCATE 35,9:PRINT"(
3)":LOCATE 70,9:PRINT"(4)":LOCATE 3
5,15:PRINT"(5)":LOCATE 70,15:PRINT"
(6)":LOCATE 35,21:PRINT"(7)":LOCATE
 70,21:PRINT"(8)
1470 ùDL:b$="VOTRE CHOIX":FOR i=1 T         >GN
O LEN(B$):LOCATE 78,i+7:PRINT MID$(
B$,i,1):NEXT:ùST:ùCADRE,611,100,23,
200
```

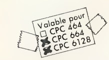



```
1480 INK 1,0                                >UG
1490 GOSUB 1390                             >XK
1500 e=VAL(a$)                              >QD
1510 ON e GOTO 1520,1550,1560,1570,         >VP
1580,1590,1600,1610
1520 RESTORE 1730                           >LU
1530 FOR i=1 TO 5:READ donnees$(i):         >VY
NEXT:CLS:INK 1,26:FOR i=1 TO 5:LOCA
TE 25,i+10:PRINT DONNEES$(i):NEXT
1540 select2=1:GOTO 630                     >RT
1550 RESTORE 1740:GOTO 1530                 >VV
1560 RESTORE 1750:GOTO 1530                 >VX
1570 RESTORE 1760:GOTO 1530                 >VZ
1580 RESTORE 1770:GOTO 1530                 >VB
1590 RESTORE 1780:GOTO 1530                 >VD
1600 RESTORE 1790:GOTO 1530                 >VW
1610 RESTORE 1800:GOTO 1530                 >VN
1620 '                                      >YB
1630 '                                      >YC
1640 '                                      >YD
1650 DATA "NOM PRENON    :","ADRESSE        >CG
    :","(SUITE)       :","VILLE
 :","CODE POSTAL  :"
1660 '                                      >YF
1670 'LIGNE 1680: ENTREZ ICI VOTRE          >YG
NOM ET VOTRE ADRESSE
1680 '                                      >YH
1690 DATA "exp: VOTRE NOM","      VO        >VL
TRE ADRESSE","    SUITE","      COD
E POST+VILLE",""
1700 '                                      >YA
1710 'ADRESSE DES DESTINATAIRES             >YB
1720 '                                      >YC
1730 DATA "NOM","ADRESSE","ADRESSE          >JX
SUITE","VILLE","COD POST"
1740 DATA "","","","",""                    >NV
1750 DATA "","","","",""                    >NW
1760 DATA "","","","",""                    >NX
1770 DATA "","","","",""                    >NY
1780 DATA "","","","",""                    >NZ
1790 DATA "","","","",""                    >NA
1800 DATA "","","","",""                    >NB
1810 '                                      >YC
1820 '                                      >YD
1830 '                                      >YE
1840 DATA 8,2,8,3,8,4,8,5,8,6               >VX
1850 DATA 42,2,42,3,42,4,42,5,42,6          >ZM
1860 DATA 8,8,8,9,8,10,8,11,8,12            >XT
1870 DATA 42,8,42,9,42,10,42,11,42,         >BZ
12
1880 DATA 8,14,8,15,8,16,8,17,8,18          >ZT
1890 DATA 42,14,42,15,42,16,42,17,4         >DK
```

```
2,18
1900 DATA 8,20,8,21,8,22,8,23,8,24          >2U
1910 DATA 42,20,42,21,42,22,42,23,4         >DL
2,24
1920 '                                      >TE
1930 '                                      >YF
1940 '                                      >YG
1950 RESTORE 2020:a=&8000:FOR i=165         >YK
0 TO 1950 STEP 10:s=0
1960 FOR j=1 TO 10                          >LM
1970 READ z$:zz=VAL("&"+z$):POKE a,         >WM
zz:s=s+zz:a=a+1
1980 NEXT                                   >LK
1990 READ zz:IF s<>zz THEN PRINT"er         >VZ
reur ligne ";i:POKE &8000,0:END
2000 NEXT                                   >KD
2010 RETURN                                 >EG
2020 DATA 2a,d4,bd,22,2b,80,01,13,8         >JB
0,21,829
2030 DATA 0f,80,c3,d1,bc,00,00,00,0         >HW
0,21,768
2040 DATA 80,c3,2d,80,c3,34,80,c3,3         >KG
b,80,1253
2050 DATA c3,42,80,44,cc,44,c8,44,d         >KW
4,53,1292
2060 DATA d4,00,c3,ff,ff,21,49,80,2         >KK
2,d4,1397
2070 DATA bd,c9,21,97,80,22,d4,bd,c         >KG
9,21,1371
2080 DATA ce,80,22,d4,bd,c9,2a,2b,8         >KK
0,22,1217
2090 DATA d4,bd,c9,f5,e5,1e,02,cd,a         >LM
5,bb,1665
2100 DATA 3e,19,cd,5a,bb,3e,ff,cd,5         >LN
a,bb,1368
2110 DATA 0e,08,06,04,56,af,cb,4b,2         >JB
0,0e,617
2120 DATA cb,22,cb,22,cb,22,cb,22,1         >JH
8,04,976
2130 DATA cb,27,cb,27,cb,22,30,02,f         >KW
6,03,1020
2140 DATA 10,f4,cd,5a,bb,23,0d,20,d         >KX
b,3e,1103
2150 DATA ff,e1,d5,e5,cd,2a,80,e1,d         >LL
1,1d,1760
2160 DATA c8,3e,09,cd,5a,bb,f1,24,e         >KT
5,18,1283
2170 DATA b6,f5,2d,e5,1e,02,cd,a5,b         >LG
b,3e,1352
2180 DATA 19,cd,5a,bb,3e,ff,cd,5a,b         >LQ
b,06,1312
2190 DATA 04,cb,4b,20,04,23,23,23,2         >HD
```

```
3,7e,584
2200 DATA cd,5a,bb,cd,5a,bb,23,10,f         >LG
6,3e,1323
2210 DATA ff,e1,d5,e5,cd,2a,80,e1,2         >LP
c,d1,1775
2220 DATA 1d,c8,f1,e5,18,ce,f5,2d,e         >LL
5,1e,1478
2230 DATA 04,cd,a5,bb,3e,19,cd,5a,b         >LU
b,3e,1192
2240 DATA ff,cd,5a,bb,cb,43,28,04,2         >KU
3,23,1121
2250 DATA 23,23,0e,04,06,04,56,7b,f         >JA
e,03,564
2260 DATA 30,08,cb,22,cb,22,cb,22,c         >KJ
b,22,1004
2270 DATA af,cb,27,cb,27,cb,22,30,0         >KB
2,f6,1182
2280 DATA 03,10,f4,cd,5a,bb,cd,5a,b         >KB
b,23,1262
2290 DATA 0d,20,d9,3e,ff,e1,d5,e5,c         >LY
d,2a,1493
2300 DATA 80,e1,d1,cb,43,c2,21,81,2         >KM
c,7b,1355
2310 DATA fe,03,c2,2e,81,3e,09,cd,5         >KC
a,bb,1179
2320 DATA 2d,24,f1,1d,c8,f5,e5,18,8         >KD
e,00,1207
2330 '                                      >YA
2340 '                                      >YB
2350 '                                      >YC
2360 s=0:FOR a=&9000 TO &9058               >VP
2370 READ b$:v=VAL("&"+b$)                  >TY
2380 s=s+v                                  >RB
2390 POKE a,v                               >KA
2400 NEXT                                   >KH
2410 IF s<>10341 THEN PRINT"erreur          >NK
dans les datas '2430-2540'":POKE &8
000,0:END
2420 CALL &9000                             >PJ
2430 RETURN                                 >FC
2440 DATA 01,09,80,21,13,80,c3,d1           >Y8
2450 DATA bc,0e,80,c3,17,90,43,41           >ZC
2460 DATA 44,52,c5,00,00,00,00,fe           >YY
2470 DATA 04,c0,cd,49,90,dd,56,03           >ZB
2480 DATA dd,5e,02,d5,21,00,00,cd           >ZZ
2490 DATA f8,bb,dd,66,01,dd,6e,00           >ZG
2500 DATA e5,11,00,00,cd,f8,bb,cd           >ZH
2510 DATA 49,90,e1,11,00,00,cd,f8           >ZX
2520 DATA bb,d1,21,00,00,cd,f9,bb           >ZC
2530 DATA c8,dd,56,07,dd,5e,06,dd           >AE
2540 DATA 66,05,dd,6e,04,cd,c0,bb           >ZX
2550 DATA c9●                               >YD
```





Il s'agit d'un jeu adapté de l'émission télévisée «LA ROUE DE LA FORTUNE». A vous de découvrir la phrase cachée.

Le programme est composé de 2 parties :
- le programme ROUE, uniquement programme de présentation et de lancement du jeu ROUE1
- le programme ROUE 1, programme principal

Le programme ROUE1 débute par une routine DOUBLE TAILLE qui n'est pas de moi, mais qui est déjà parue dans CPC. Pour le reste, il suffit de suivre les directives de l'ordinateur.

1ère Partie : obligatoirement 3 joueurs. Chaque joueur tape son prénom puis ENTER.
2ème Partie : choisir une option.
• Si vous tapez sur 1, choix d'une consonne
• Si vous tapez 2, achat d'une voyelle (si votre capital est supérieur à 1500, sinon on passe au joueur suivant
• Si vous tapez sur 3, tapez la solution à la demande de l'ordinateur, sans oublier les espaces et les signes

1 – Choix d'une consonne : à la demande de l'ordinateur, tapez sur une touche pour tirage du gain.
• Banqueroute : vous perdez vos gains et c'est au tour du joueur suivant
• Passe : vous conservez vos gains, mais c'est au tour du joueur suivant.
• Relance : Vous obtenez un jocker et vous recommencez à jouer
• Autres cas : vous tapez votre consonne à la demande de l'ordinateur ou sur 1 si vous pensez avoir la solution.

Dans ce dernier cas, à la demande de l'ordinateur, tapez votre phrase puis ENTER, sans oublier les espaces et les signes «.» ou «–».
Autrement, l'ordinateur vous indiquera lorsqu'il n'y aura plus de consonne et vous demandera la solution. Faire comme ci–dessus.

2 – Achat d'une voyelle : pas de tirage pour le gain. Donnez à la demande de l'ordinateur votre voyelle, puis retour au début (choix d'une option).

3 – Solution : 2 possibilités.
– soit achat d'une voyelle si vous tapez sur 1 puis sur Enter
– soit donner votre solution. Voir ci–dessus. Si la phrase est bonne, on passe au jeu suivant et ainsi de suite.

Le 4ème jeu est un peu différent. En effet, à la demande de l'ordinateur, tapez vos 5 consonnes puis votre voyelle. Enfin, donnez votre solution comme ci–dessus.

Variables principales	
MOT$	Phrase à trouver
LS	Nombre de caractères de MOT$
SC()	Score des joueurs
VL	Nombre des voyelles + espaces et signes de la phrase à trouver
NBJ$ ()	Nom du joueur
R$	Lettre proposée
R	Code ASCII de R$
NL	Nombre de consonnes trou vées
RP$	Phrase proposée
J	N° du joueur
JEU	N° du jeu
TIT$	Titre de la phrase à trouver
TI$	Type de gain
REL()	Nombre de jockers
ALPH$	Alphabet

ROUE

```
10 MODE 0:INK 0,1:INK 1,11:INK 2,0, >RR
24:INK 3,8:PAPER 1:CLS:WINDOW #1,1,
20,12,25:PAPER #1,1:PEN #1,0:CLS #1
20 BORDER 11:PLOT 0,0,0:DRAW 0,399: >MF
DRAW 639,399:DRAW 639,0:DRAW 0,0
30 DATA 29,67,93,131,157,195,221,25 >YU
9,285,323,349,387,413,451,477,515,5
41,579
40 FOR x=1 TO 18:READ y:PLOT y,386, >MH
0:DRAW y,366:PLOT y,354:DRAW y,334:
PLOT y,322:DRAW y,302:PLOT y,290:DR
AW y,270:PLOT y,258:DRAW y,238:NEXT
50 RESTORE 30:FOR x=1 TO 9:READ a,b >Xk
:PLOT a,386:DRAW b,386:PLOT a,366:D
RAW b,366:PLOT a,354:DRAW b,354:PLO
T a,334:DRAW b,334:PLOT a,322:DRAW
b,322:PLOT a,302:DRAW b,302:PLOT a,
290:DRAW b,290:PLOT a,270:DRAW b,27
0:PLOT a,258:DRAW b,258:PLOT a,238
60 DRAW b,238:NEXT                  >NJ
70 PLOT 0,230:DRAW 639,230:MOVE 10, >LB
233:FILL 0
80 FOR x=1 TO 9:LOCATE x*2,2:PEN 3: >KD
PRINT CHR$(143):LOCATE x*2,4:PRINT
CHR$(143):LOCATE x*2,6:PRINT CHR$(1
43):LOCATE x*2,8:PRINT CHR$(143):LO
CATE x*2,10:PRINT CHR$(143):NEXT
80 a$="MARCHISET":a=2:b=2:pe=0:so=2 >TG
53:GOSUB 390
100 a$="présente":a=4:b=4:pe=0:so=3 >VK
79:GOSUB 390
110 a$="LA ROUE":a=4:b=6:pe=2:so=50 >QC
6:GOSUB 390
120 a$="DE LA":a=6:b=8:pe=2:so=638: >MA
GOSUB 390
130 a$="FORTUNE":a=4:b=10:pe=2:so=7 >RR
58:GOSUB 390
140 PEN 0                           >ZH
150 ORIGIN 320,113                  >ME
160 DEG                             >RD
170 MOVE 0,110                      >LD
180 FOR a=0 TO 360 STEP 10          >RL
190 DRAW 110*SIN(a),110*COS(a)      >XQ
200 NEXT                            >DH
210 MOVE 0,0:FILL 4                 >MT
220 MOVE 0,20                       >DH
230 FOR a=0 TO 360 STEP 10          >RG
240 DRAW 20*SIN(a),20*COS(e)        >WB
250 NEXT                            >EC
260 MOVE 0,0:FILL 5                 >MZ
270 FOR a=0 TO 360 STEP 15          >RR
280 MOVE 0,0                        >YA
280 DRAW 110*COS(a),110*SIN(a)      >XR
300 NEXT                            >DJ
310 c=6:a=5                         >TK
320 MOVE 100*COS(a),100*SIN(a):FILL >EH
 c
330 a=a+15:c=c+1:IF c>12 THEN c=5   >ZD
340 IF a>350 THEN 350 ELSE GOTO 320 >ZC
350 SPEED INK 30,30                 >MF
360 FOR i=4 TO 15:INK 1,RND*26,RND* >KB
26:NEXT
370 t=t+1:IF t>300 THEN 380 ELSE GO >FZ
TO 350
380 SPEED INK 30,2:RUN"roue1        >YE
380 e=LEN(a$):f=1                   >LK
400 n$=MID$(a$,f,1)                 >MG
410 LOCATE a,b:PEN pe:PRINT n$      >YB
420 SOUND 1,so,10,15                >NN
430 FOR t=1 TO 200:NEXT             >QH
440 IF n$=" " THEN LOCATE a,b:PEN 3 >KQ
:PRINT n$
450 a=a+2:so=so-15                  >MC
460 f=f+1:IF f>e THEN RETURN ELSE G >JN
OTO 400
```




ROUE 1

```
10 ' ************************       >LA
20 ' * LA ROUE DE LA FORTUNE *      >LB
30 ' *      G. MARCHISET      *     >LC
40 ' *    15 octobre 1988    *      >LD
50 ' ************************       >LE
60 ' * écriture en double taille *  >LF
70 a=&8000:FOR i=100 TO 400 STEP 10 >DW
:s=0
80 FOR j=1 TO 10                    >WA
80 READ x$:xx=VAL("&"+x$):POKE a,xx >UQ
:s=s+xx:a=a+1
100 NEXT j                          >NA
110 READ xx:IF s<>xx THEN PRINT "Er >GV
reur en ligne;i:end
120 NEXT i                          >MB
130 CALL &8000                      >HC
140 DATA 2a,d4,bd,22,2b,80,01,13,80 >HP
,21,829
150 DATA 0f,80,c3,d1,bc,00,00,00,00 >HA
,21,768
160 DATA 80,c3,2d,80,c3,34,80,c3,3b >JD
,80,1253
170 DATA c3,42,80,44,cc,44,c8,44,d4 >JH
,53,1282
180 DATA d4,00,c3,ff,ff,21,49,80,22 >JX
,d4,1387
180 DATA bd,c9,21,87,80,22,d4,bd,c9 >JU
,21,1371
200 DATA ce,80,22,d4,bd,c9,2a,2b,80 >JM
,22,1217
210 DATA d4,bd,c9,f5,e5,1e,02,cd,a5 >KP
,bb,1665
220 DATA 3e,19,cd,5a,bb,3e,ff,cd,5a >KA
,bb,1368
230 DATA 0e,08,06,04,56,af,cb,4b,20 >HE
,0e,617
240 DATA cb,22,cb,22,cb,22,cb,22,18 >HW
,04,976
250 DATA cb,27,cb,27,cb,22,30,02,f6 >JH
,03,1020
260 DATA 10,f4,cd,5a,bb,23,0d,20,db >JJ
,3e,1103
270 DATA ff,e1,d5,e5,cd,2a,80,e1,d1 >KY
,1d,1760
280 DATA c8,3e,09,cd,5a,bb,f1,24,e5 >JE
,18,1283
290 DATA b6,f5,2d,e5,1e,02,cd,a5,bb >KU
,3e,1352
300 DATA 18,cd,5a,bb,3e,ff,cd,5a,bb >KT
,06,1312
310 DATA 04,cb,4b,20,04,23,23,23,23 >GG
,7e,584
320 DATA cd,5a,bb,cd,5a,bb,23,10,f6 >KU
,3e,1323
330 DATA ff,e1,d5,e5,cd,2a,80,e1,2c >KB
,d1,1775
340 DATA 1d,c8,f1,e5,18,ce,f5,2d,e5 >KY
,1e,1478
350 DATA 04,cd,a5,bb,3e,19,cd,5a,bb >KF
,3e,1192
360 DATA ff,cd,5a,bb,cb,43,28,04,23 >JF
,23,1121
370 DATA 23,23,0e,04,06,04,56,7b,fe >HN
,03,564
380 DATA 30,08,cb,22,cb,22,cb,22,cb >JW
,22,1004
390 DATA ef,cb,27,cb,27,cb,22,30,02 >JN
,f6,1192
400 DATA 03,10,f4,cd,5a,bb,cd,5a,bb >JD
,23,1262
410 DATA 0d,20,d9,3a,ff,e1,d5,e5,cd >KA
,2a,1493
420 DATA 80,e1,d1,cb,43,c2,21,81,2c >JZ
,7b,1355
430 DATA fe,03,c2,2e,81,3e,09,cd,5a >KF
,bb,1179
440 DATA 2d,24,f1,1d,c8,f5,e5,18,9e >JQ
,00,1207
450 ' * initialisation *            >RK
460 nbj=3:DIM ri(40),mot(50),nbj$(3 >RR
),rel(3),tsc(3),sc(3)::FOR i=1 TO 3
:rel(i)=0:tsc(i)=0:sc(i)=0:NEXT
470 j1=1:j=1:jeu=1:GOSUB 2350:'* en >YV
trée des prénoms *
480 's page écran-t/sort des textes >TC
 s
480 nl=0:GOSUB 2430:GOSUB 1290      >YG
500 FOR i=1 TO ls:ri(i)=0:NEXT      >YU
510 has=INT(RND*50):IF mot(has)=1 T >KD
HEN 510
520 FOR i=1 TO has:READ mot$,vl:NEX >TA
T:mot(has)=1
530 ls=LEN(mot$):n$=""              >RC
540 's Prog/principal *             >RK
550 GOSUB 2520                      >QA
560 vo=0:cn=0:GOSUB 3130:ùDT:LOCATE >NT
 1,25:PRINT nbj$(j);:ùST:LOCATE 35,
24:PRINT"1-Une consonne":LOCATE 35,
25:PRINT "2-Achat voyelle":LOCATE 6
0,24:PRINT"3-Solution"
570 CLEAR INPUT                     >LY
580 GOSUB 3150                      >QD
```



```
590 IF r$="1" THEN GOSUB 1870:GOTO >DJ
630
600 IF r$="2" THEN vo=1:GOTO 1100 >ZY
610 IF r$="3" THEN sl=1:GOTO 830 >Y2
620 GOTO 560 >ZF
630 GOSUB 3130:ùDT:LOCATE 1,25:PRIN >LH
T nbj$(j);:ùST:PRINT" Votre consonn
e":LOCATE 50,24:PRINT"1 -Solution"
640 CLEAR INPUT >LW
650 GOSUB 3150 >QB
660 IF r$="1" THEN sl=1:GOTO 830 >YC
670 IF INSTR("1",r$)=0 AND (r<65 OR >PR
 r>96) THEN 630
680 IF r>64 AND r<97 THEN LOCATE 40 >NX
,25:PRINT r$
690 IF (r=65 OR r=69 OR r=73 OR r=7 >OC
9 OR r=85) AND vo=0 THEN 1380
700 LOCATE #3,20+INSTR(alph$,r$),1: >ZH
PEN #3,1:PRINT #3,r$
710 IF INSTR(n$,r$) THEN 1050 >WK
720 FOR e=1 TO ls:IF r$=MID$(mot$,e >XY
,1) THEN 730 ELSE 750
730 LOCATE #2,e*2,5:PEN #2,1:ùDH:SO >AD
UND 1,50,20,15,1,1:PRINT #2,r$:ùST:
n$=n$+r$:c$=c$+r$:cn=1:rl(e)=rl(e)+
1
740 IF rl(e)=1 THEN nl=nl+1 >UT
750 NEXT >EH
760 IF cn=1 THEN sc(j)=sc(j)+(VAL(t >KZ
l$)*LEN(c$)):c$="":GOSUB 2490
770 IF ls-LEN(n$)=vl THEN cnl=1 >ZV
775 IF cn=1 AND cnl=1 THEN 820 ELSE >CJ
 IF cn=1 AND cnl=0 THEN 560
780 GOSUB 3130:ùDT:LOCATE 1,25:PRIN >UF
T"Elle n'y est pas":ùST:SOUND 1,55,
20,15,1,1:FOR t=1 TO 500:NEXT
790 IF cn=0 AND rel(j)>=1 AND cnl=0 >GA
 THEN IF rel(j)>0 THEN rel(j)=rel(j
)-1:GOTO 560
795 IF cn=0 AND rel(j)>=1 AND cnl=1 >GF
 THEN IF rel(j)>0 THEN rel(j)=rel(j
)-1:GOTO 820
800 j=j+1:IF j>3 THEN j=1 >RF
810 IF cnl=1 THEN GOTO 820 ELSE GOT >FY
O 560
820 GOSUB 3130:ùDT:LOCATE 1,25:PRIN >FH
T"Il n'y a plus de consonne":ùST:FO
R t=1 TO 1000:NEXT
830 GOSUB 3130:LOCATE 50,24:PRINT"1 >AH
-Achat voyelle":ùDH:LOCATE 1,25:PRI
NT nbj$(j);:ùST:PRINT" votre soluti
on : "
840 LOCATE 35,25:LINE INPUT ;rp$ >AY
850 rp$=UPPER$(rp$) >PP
860 IF rp$="1" THEN vo=1:GOTO 1100 >AT
870 IF rp$=mot$ THEN FOR e=1 TO ls: >XB
ùDH:LOCATE #2,e*2,5:PRINT #2,MID$(m
ot$,e,1):NEXT:ùST:GOTO 880 ELSE 950
880 '* gagné * >TG
890 GOSUB 3130:ùDT:LOCATE 1,25:PRIN >VD
T nbj$(j);" Vous gagnez ! ":ùST
900 FOR m=500 TO 800 STEP 20 >UT
910 SOUND 1,m,15,15 >HT
920 NEXT >EG
930 cnl=0:jl=jl+1:IF jl=2 THEN j=2 >XC
ELSE IF jl=3 THEN j=3
940 jeu=jeu+1:IF jeu>3 THEN 2600 EL >ME
SE GOTO 400
950 '* perdu * >TE
960 GOSUB 3130:ùDT:LOCATE 1,25:PRIN >XY
T nbj$(j);" Non c'est faux ":ùST
970 FOR n=15 TO 1 STEP -1 >QF
980 SOUND 1,426,40,n,,,1 >RP
990 NEXT >FD
1000 IF rel(j)>=1 AND sl=1 THEN IF >CC
rel(j)>0 THEN rel(j)=rel(j)-1:sl=0:
GOTO 560
1010 IF rel(j)>=1 AND sl=0 THEN IF >VB
rel(j)>0 THEN rel(j)=rel(j)-1:GOTO
830
1020 j=j+1:IF j>3 THEN j=1 >TT
1030 IF sl=1 AND rel(j)=0 THEN sl=0 >KL
:GOTO 560
1040 GOTO 830 >FB
1050 GOSUB 3130:ùDT:LOCATE 1,25:PRI >MW
NT" Déjà utilisée !":ùST
1060 FOR t=1 TO 500:NEXT >RB
1070 IF rel(j)>=1 THEN IF rel(j)>0 >JB
THEN rel(j)=rel(j)-1:GOTO 560
1080 j=j+1:IF j>3 THEN j=1 >TZ
1090 GOTO 560 >FG
1100 '* achat voyelle * >XE
1105 IF sc(j)-1500<0 THEN 1380 >WL
1110 CLEAR INPUT >LF
1120 GOSUB 3130:ùDT:LOCATE 1,25:PRI >KD
NT nbj$(j);:ùST:PRINT " Votre voyel
le : "
1130 GOSUB 3150 >WG
1150 IF (r=65 OR r=69 OR r=73 OR r= >QP
79 OR r=85) AND vo=1 THEN 1160 ELSE
 1380
1160 sc(j)=sc(j)-1500:GOSUB 2490 >ZN
1170 LOCATE #3,20+INSTR(alph$,r$),1 >AK
:PEN #3,1:PRINT #3,r$
1180 FOR e=1 TO ls:IF r$=MID$(mot$, >AY
e,1) THEN 1190 ELSE 1200
1190 LOCATE #2,e*2,5:PEN #2,1:ùDH:S >CP
OUND 1,50,20,15,1,1:PRINT #2,r$:ùST
:vtl=1
1200 NEXT >KE
1210 IF ls-LEN(n$)=vl THEN 820 >XY
1220 IF vtl=1 THEN vtl=0:vo=0:GOTO >FD
560
1230 GOSUB 3130:ùDT:LOCATE 1,25:PRI >VQ
NT"Elle n'y est pas":ùST:SOUND 1,55
,20,15,1,1:FOR t=1 TO 500:NEXT
1240 sc(j)=sc(j)-1500:GOSUB 2490 >ZM
1250 IF rel(j)>=1 THEN IF rel(j)>0 >JB
THEN rel(j)=rel(j)-1:GOTO 560
1260 j=j+1:IF j>3 THEN j=1 >TZ
1270 GOTO 560 >FG
1280 '* tirage textes * >YD
1290 RANDOMIZE TIME >PN
1300 ll=INT(RND(1)*5):IF ll=0 THEN >FV
1300
1310 IF ll=1 THEN RESTORE 1430:TIT$ >QG
="MONUMENT"
1320 IF ll=2 THEN RESTORE 1540:TIT$ >WT
="PERSONNALITE"
1330 IF ll=3 THEN RESTORE 1650:TIT$ >LY
="TITRE"
1340 IF ll=4 THEN RESTORE 1760:TIT$ >UT
="EXPRESSION"
1350 IF ll=5 THEN RESTORE 1870:TIT$ >LH
="CHOSE"
1360 RETURN >FD
1370 '* Erreur lettre * >YD
1380 FOR t=1 TO 1000:NEXT:LOCATE 20 >LP
,25:PRINT STRING$(19,CHR$(32)):LOCA
TE 20,25:PRINT "IMPOSSIBLE"
1390 IF rel(j)>=1 THEN IF rel(j)>0 >JG
THEN rel(j)=rel(j)-1:GOTO 560
1400 j=j+1:IF j>3 THEN j=1 >TV
1410 GOTO 560 >FC
1420 ' * Monuments * >XK
1430 DATA "LE CENTRE POMPIDOU",8,"L >XH
A TOUR EIFFEL",8,"LE PETIT TRIANON"
,8,"LE PALAIS DE LA DECOUVERTE",15,
"L'ARC DE TRIOMPHE",8
1440 DATA "LE MUSEE GREVIN",8,"NOTR >ZY
E DAME DE PARIS",10,"LE JARDIN DES
PLANTES",8,"LE MUSEE RODIN",8,"LE P
ANTHEON",5
1450 DATA "LA BASILIQUE DE SAINT DE >FE
NIS",15,"LE MUSEE MASSENA",9,"LE MU
SEE NAPOLEON",10,"LA TOUR DE SAINT-
NICOLAS",13,"LE MUSEE PIERRE LOTI",
12
1460 DATA "LA CITE DE CARCASSONNE", >LF
11,"LES ARENES D'ARLES",9,"LE CHATE
AU GAILLARD",10,"LA CATHEDRALE DE C
HARTRES",11,"LE CHATEAU DE MAINTENO
N",13
1470 DATA "LA MAISON CARREE DE NIME >EH
S",14,"LES ARENES DE NIMES",10,"LE
CHATEAU DE LA MALMAISON",15,"LE CHA
TEAU D'AMBOISE",12,"LE CHATEAU DE C
HENONCEAU",14
1480 DATA "LE CHATEAU DE CHINON",11 >FW
,"LE CHATEAU DE CHAMBORD",11,"LE CH
ATEAU DE CHAUMONT",12,"LE MUSEE DE
SOLOGNE",11,"LE CHATEAU DE VENDOME"
,12
1490 DATA "L'ABBAYE DE LA CHAISE-DI >CP
EU",16,"LE DONJON DE POLIGNAC",10,"
LE CHATEAU DU ROI RENE",14,"LE MONT
-SAINT-MICHEL",9,"LA PORTE DU ROY",
8
1500 DATA "LE PALAIS DE THAU",10,"L >GQ
E MEMORIAL CHARLES DE GAULLE",15,"L
E MUSEE ART NAIF",10,"LE MUSEE DU C
RISTAL DE BACCARAT",16,"LE MUSEE DE
 LUNEVILLE",12
1510 DATA "L'ABBAYE DES PREMONTES", >LG
10,"LE CHATEAU DE BEAUVAIS",14,"LE
CHATEAU DE COMPIEGNE",13,"LE MUSEE
EMILE ROSTAND",12,"LE CHATEAU DE FO
NTAINEBLEAU",16
1520 DATA "LE PONT DU GARD",7,"LA M >GY
AISON DE JEANNE D'ARC",14,"LE PALAI
S DES PAPES",10,"LE MEMORIAL DU MON
T FARON",13,"LE PONT SAINT-BENEZET"
,10
1530 '* PERSONNALITES * >YB
1540 DATA "SALVATORE ADAMO",8,"ISAB >NQ
ELLE ADJANI",8,"FRED ASTAIRE",6,"JE
AN-CHRISTOPHE AVERTY",9,"JEAN AMADO
U",7
1550 DATA "ROBERT BADINTER",6,"JOSE >MP
PHINE BAKER",7,"DANIEL BALAVOINE",9
,"BRIGITTE BARDOT",6,"RAYMOND BUSSI
ERES",7
1560 DATA "MICHAEL CAINE",7,"LESLIE >YG
 CARON",6,"ROBERT CHARLEBOIS",7,"AR
THUR CONTE",5,"ROGER COUDERC",6
1570 DATA "MIREILLE DARC",6,"MARCEL >ZA
 DASSAULT",6,"JOE DASSIN",5,"RAYMON
D DEVOS",5,"MARGUERITE DURAS",8
1580 DATA "CLINT EASTWOOD",6,"JEAN- >MX
PIERRE ELKABBACH",10,"LENY ESCUDERO
",6,"JACQUES FAIZANT",7,"EDGAR FAUR
E",6
1590 DATA "FREDERICO FELLINI",8,"FR >QX
ANK FERNANDEL",5,"EDWIGE FEUILLERE"
,8,"MICHEL GALABRU",6,"ANNIE GIRARD
OT",7
1600 DATA "STEWART GRANGER",5,"GEOR >QL
GES GUETARY",7,"SACHA GUITRY",5,"GE
ORGES HARRISSON",7,"ALFRED HITCHCOC
K",5
1610 DATA "JACQUELINE JOUBERT",8,"C >RJ
URD JURGENS",4,"GRACE KELLY",4,"REN
E-LOUIS LAFFORGUE",11,"BURT LANCAST
ER",5
1620 DATA "DENYS DE LA PATELLIERE", >GW
11,"JERRY LEWIS",4,"SHIRLEY MAC LAI
NE",8,"FRANCOIS MITTERRAND",7,"MARI
LYN MONROE",6
1630 DATA "MARIE-JOSE NAT",8,"ANNE- >WG
MARIE PEYSSON",9,"OTTO PREMINGER",6
,"SERGE REGGIANI",7,"ROBERTO ROSSEL
LINI",8
1640 '* TITRES * >YD
1650 DATA "LE DIABLE AU CORPS",10," >UH
GOUPI MAINS-ROUGES",10,"LES TRIBULA
TIONS D'UN CHINOIS EN CHINE",19,"QU
AI DES BRUMES",8,"NOUS SOMMES TOUS
DES ASSASSINS",14
1660 DATA "LA CHARTREUSE DE PARME", >PA
11,"LA BATAILLE DU RAIL",11,"QUAI D
ES ORFEVRES",9,"LA SYMPHONIE PASTOR
ALE",10,"LA BAIE DES ANGES",10
1670 DATA "LA BATAILLE DE L'EAU LOU >NZ
RDE",17,"LE PETIT MONDE DE DON CAMI
LLO",15,"THERESE DESQUEYROUX",9,"LE
 CAPITAINE FRACASSE",11,"LES TONTON
S FLINGUEURS",8
1680 DATA "UN HOMME ET UNE FEMME",1 >MD
2,"LE MYSTERE DE LA CHAMBRE JAUNE",
15,"ASCENSEUR POUR L'ECHAFAUD",13,"
LE SAMOURAI",7,"LA GRANDE VADROUILL
E",10
1690 DATA "LA FEMME DU BOULANGER",1 >PW
1,"LA GRANDE ILLUSION",9,"LA GUERRE
 DES BOUTONS",11,"MAX ET LES FERRAI
LLEURS",11,"LES LIAISONS DANGEREUSE
S",12
1700 DATA "LA VACHE ET LE PRISONNIE >HJ
R",13,"ZERO DE CONDUITE",9,"LE SALA
IRE DE LA PEUR",13,"LA JUMENT VERTE
",7,"JOURNAL D'UN CURE DE CAMPAGNE"
,15
1710 DATA "LE PONT DE LA RIVIERE KW >UD
AI",15,"LES HAUTS DE HURLEVENT",10,
"LE DESERT DES TARTARES",10,"VOYAGE
 AU BOUT DE LA NUIT",16,"LES SAINTS
 VONT EN ENFER",11
1720 DATA "CHIENS PERDUS SANS COLLI >EV
ER",11,"LE BLE EN HERBE",8,"LES AVE
NTURES DE SHERLOCK HOLMES",14,"LETT
RES DE MON MOULIN",10,"LA DAME AUX
CAMELIAS",12
1730 DATA "ELISE OU LA VRAIE VIE",1 >MO
5,"LA SOUPE AUX CHOUX",11,"PREMIER
DE CORDEE",9,"LA BAIE DES ANGES",10
,"FORT SAGANNE",5
1740 DATA "LA SYMPHONIE PASTORALE", >TH
10,"LA PUISSANCE ET LA GLOIRE",14,"
LE VIEIL HOMME ET LA MER",14,"LA FO
IRE AUX CANCRES",11,"TANT QU'IL Y A
URA DES HOMMES",15
1750 '* proverbes * >YF
1760 DATA "JOUR DE L'AN CHAUD MOIS >GE
D'AOUT CHAUD",21,"PLUIE AUX ROIS BL
E JUSQU'AU TOIT",20,"SE METTRE LA C
ORDE AU COU",15,"SAINT-BONIFACE BRI
SE LA GLACE",15,"PLUIE DE JUILLET E
AU EN JANVIER",18
1770 DATA "NOEL AUX TISONS PAQUES A >C2
U BALCON",18,"NOEL AU BALCON PAQUES
 AUX TISONS",18,"OCTOBRE EN BRUINE
HIVER EN RUINE",18,"ETRE AUX ABOIS"
,9,"BRILLER PAR SON ABSENCE",10
1780 DATA "PAREE COMME UNE ACCOUCHE >AP
E",15,"ACCOUCHER D'UNE SOURIS",12,"
LE TALON D'ACHILLE",9,"DANS LA FLEU
R DE L'AGE",12,"VOLER DE CES PROPRE
S AILES",13
1790 DATA "JETER LE MANCHE APRES LA >KJ
 COGNEE",16,"CORPS ET AME",6,"VENDR
E SON AME AU DIABLE",14,"ERRER COMM
E UNE AME EN PEINE",17,"FAIRE AMEND
E HONORABLE",12
1800 DATA "VIVRE D'AMOUR ET D'EAU F >XV
RAICHE",18,"FAIRE L'ANE POUR AVOIR
DU SON",18,"UN ANE BATE",7,"ETRE AU
X ANGES",8,"FILER A L'ANGLAISE",10
1810 DATA "APRES VOUS MESSIEURS LES >XM
 ANGLAIS",16,"APRES VOUS S'IL EN RE
STE",13,"AVOIR PLUSIEURS CORDES A S
ON ARC",17,"MENTIR COMME UN ARRACHE
UR DE DENTS",16,"FIER COMME ARTABAN
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",8
1820 DATA "NE PAS ETRE DANS SON ASS >DX
IETTE",15,"ETRE NE SOUS UNE BONNE E
TOILE",18,"S'EN LECHER LES BABINES"
,11,"BIEN MENER SA BARQUE",11,"METT
RE DES BATONS DANS LES ROUES",15
1830 DATA "BATTRE LE FER QUAND IL E >CM
ST CHAUD",16,"BAYER AUX CORNEILLES"
,10,"METTRE LA CHARRUE DEVANT LES B
OEUFS",17,"QUAND LE VIN EST TIRE IL
 FAUT LE BOIRE",22,"AU PETIT BONHEU
R LA CHANCE",14
1840 DATA "AVOIR LA TETE PRES DU BO >UL
NNET",15,"FAIRE VENIR L'EAU A LA BO
UCHE",19,"C'EST PLUS FORT QUE DE JO
UER AU BOUCHON",22,"PRENDRE UN BOUI
LLON",9,"ETRE COMME L'OISEAU SUR LA
 BRANCHE",19
1850 DATA "ETRE TOUJOURS SUR LA BRE >DB
CHE",14,"REVENIR BREDOUILLE",9,"BRO
UILLER LES CARTES",9,"LE CADET DE M
ES SOUCIS",12,"FUMER LE CALUMET DE
LA PAIX",15
1860 '* CHOSE *                     >TN
1870 DATA "UN ABACA",5,"UN ABAT-JOU >BQ
R",7,"UN ACCUMULATEUR",8,"UN AGAMI"
,5,"UNE AIGRETTE",7
1880 DATA "UN ALLIGATOR",6,"UN BABI >AF
ROUSSA",7,"UNE BERGERE",6,"UNE BOUG
AINVILLEE",10,"UN BRISE-GLACE",7
1890 DATA "UN CACHALOT",5,"UN CENTA >KA
URE",6,"UN CHASSE-NEIGE",8,"UNE CIT
HARE",6,"UN COLCHIQUE",6
1900 DATA "UN DATTIER",5,"UNE DECOR >VU
ATION",8,"UN DIFFERENTIEL",7,"UN DI
RIGEABLE",7,"UN DROMADAIRE",7
1810 DATA "UNE ECAILLE",7,"UN EDRED >JA
ON",5,"UN ELECTROPHONE",7,"UN ENCEN
SOIR",6,"UN EPHEMERE",6
1920 DATA "UNE FELOUQUE",8,"UNE FOR >QT
TIFICATION",9,"UNE FREGATE",6,"UN F
UCHSIA",5,"UN GAZOMETRE",6
1930 DATA "UN GLYPTODON",4,"UN GRAD >PP
IN",4,"UNE GUITARE",7,"UNE HALLEBAR
DE",7,"UN HAUT-DE-FORME",9
1940 DATA "UN HELICOPTERE",7,"UN HY >XW
DRAVION",5,"UN HYGROMETRE",5,"UN IC
HTYOSAURE",7,"UN INJECTEUR",6
1850 DATA "UN JAQUEMART",6,"UN KIMO >MC
NO",5,"UN LABYRINTHE",5,"UN LAMPADA
IRE",7,"UNE LOCOMOTIVE",8
1960 DATA "UN MAGNETOPHONE",7,"UN M >HJ
ANOMETRE",6,"UNE MARQUISE",7,"UN ME
NHIR",4,"UN MINARET",5
1970 ' * la roue tourne *           >YK
1980 GOSUB 3130:ùDT:LOCATE 1,25:PRI >HN
NT nbj$(j);:ùST:PRINT" Une touche S
VP";
1990 CALL &BB06                     >VC
2000 DATA "500","3000","2000","1500 >HC
","500","1500","2500","2000","1500"
,"RELANCE","500","1500","1000","300
0","PASSE","1500","2500","1500","10
00","2500","1000","1500","2500","BA
NQUEROUTE"
2010 DATA "500","BONUS","2000","150 >LC
0","500","1500","2500","2000","1500
","RELANCE","500","BANQUEROUTE","10
000","3000","1500","PASSE","2500","
1500","1000","2500","1000","1500","
2500","BANQUEROUTE"
2020 ti=INT(RNU*24):IF ti=0 THEN 20 >DP
20
2030 IF jeu=1 THEN RESTORE 2000:FOR >UJ
 i=1 TO ti:READ ti$:NEXT
2040 IF jeu=2 OR jeu=3 THEN RESTORE >PU
 2010:FOR i=1 TO ti:READ ti$:NEXT
2050 IF ti$="BANQUEROUTE" OR ti$="P >TD
ASSE" THEN 2070 ELSE IF ti$="RELANC
E" THEN 2200 ELSE IF ti$="BONUS" TH
EN 2250 ELSE 2280
2060 RETURN                         >F8
2070 '* banqueroute où passe *      >YB
2080 IF (ti$="BANQUEROUTE" OR ti$=" >WE
PASSE") AND rel(j)>0 THEN 2090 ELSE
 2150
2090 IF ti$="BANQUEROUTE" THEN 2100 >LZ
 ELSE 2120
2100 rel(j)=rel(j)-1:IF rel(j)<1 TH >NN
EN rel(j)=0
2110 sc(j)=0:GOSUB 2310:GOSUB 2490: >LH
GOTO 1980
2120 IF ti$="PASSE" THEN 2130       >MX
2130 rel(j)=rel(j)-1:IF rel(j)<1 TH >NB
EN rel(j)=0
2140 GOSUB 2310:GOTO 1980           >TE
2150 GOSUB 2310                     >WG
2160 IF ti$="PASSE" THEN 2180       >WG
2170 IF ti$="BANQUEROUTE" THEN sc(j >TU
)=0:GOSUB 2490
2180 j=j+1:IF j>3 THEN j=1          >TB
2190 GOTO 560                       >FJ
2200 '* relance *                   >XG
2210 rel(j)=rel(j)+1                >PW
2220 GOSUB 2310                     >ME
2230 GOTO 1980                      >NC
2240 '* bonus *                     >YA
2250 GOSUB 2310                     >WH
2260 ti$="10000"                    >XG
2270 GOTO 2060                      >MG
2280 '* chiffres *                  >YE
2290 GOSUB 2310                     >XB
2300 GOTO 2060                      >MA
2310 WINDOW #5,49,78,15,20:PAPER #5 >YF
,0:PEN #5,1:ùDT:CLS #5:LOCATE #5,1,
2:PRINT #5,nbj$(j):ùST:LOCATE #5,1,
4:PRINT #5,"Vous jouez pour :":LOCA
TE #5,18,4:ùDH:PRINT #5,ti$:ùST:LOC
ATE #5,1,6:PRINT #5,"Vous avez : ";
:PRINT #5,USING"#";rel(j);
2320 PRINT #5," JOCKER";:IF rel(j)> >XB
1 THEN PRINT #5,"S"
2330 FOR t=1 TO 500:NEXT t          >TN
2340 RETURN                         >FC
2350 '* entrée des prénoms *        >YC
2360 MODE 2:INK 0,0:INK 1,24:BORDER >EE
 14
2370 WINDOW #1,1,80,1,4:WINDOW #2,1 >HQ
,80,7,12:PAPER #1,0:PEN #1,1:PAPER
#2,0:PEN #2,1
2380 ùDT:a$="* LA ROUE DE LA FORTUN >AA
E *":b$=STRING$(LEN(a$),"-"):LOCATE
 #1,(80-LEN(a$))/4,2:PRINT #1,a$:LO
CATE #1,(80-LEN(b$))/4,4:PRINT #1,b
$:ùST
2390 PLOT 0,335,1:DRAW 640,335      >XF
2400 FOR i=1 TO nbj:CLS #2:LOCATE # >ME
2,1,3:PRINT #2,"Joueur";i;:INPUT #2
," votre prénom ",nbj$(i)
2405 IF LEN(nbj$(i))>11 THEN nbj$(i >YW
)=MID$(nbj$(i),1,11)
2410 NEXT:CLS #2                    >LE
2418 RETURN                         >FJ
2420 '* page écran *                >YA
2430 PLOT 0,310,1:DRAW 630,310:DRAW >JA
 630,210:DRAW 0,210:DRAW 0,310
2440 FOR s=4 TO 640 STEP 16:PLOT s, >FM
260:DRAW s,220:NEXT:PLOT 4,260:DRAW
 630,260:PLOT 4,220:DRAW 630,220:PL
OT 0,268:DRAW 630,268
2450 PLOT 0,40,1:DRAW 630,40:DRAW 6 >DR
30,70:DRAW 0,70:DRAW 0,40:WINDOW #3
,2,78,22,23:PAPER #3,0:PEN #3,1:LOC
ATE #3,1,1:PRINT #3,"Lettres utilis
ées : ";:FOR alph=65 TO 90:PEN #3,0
:alph$=alph$+CHR$(alph):PRINT #3,CH
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R$(alph);:NEXT
2460 PLOT 0,75,1:URAW 630,75:DRAW 6 >QX
30,180:DRAW 0,180:DRAW 0,75:PLOT 12
4,180:DRAW 124,75:PLOT 252,180:DRAW
 252,75:PLOT 376,180:DRAW 376,75:WI
NDOW #4,1,47,15,20:PAPER #4,0:PEN #
4,1
2470 ùDH:LOCATE #4,3,2:PEN #4,1:PRI >BY
NT #4,nbj$(1):LOCATE #4,18,2:PRINT
#4,nbj$(2):LOCATE #4,34,2:PRINT #4,
nbj$(3):ùST:LOCATE #4,5,3:PRINT #4,
"SCORE :":LOCATE #4,20,3:PRINT #4,"
SCORE :":LOCATE #4,36,3:PRINT #4,"S
CORE :"
2480 PLOT 20,75,1:DRAW 20,120:DRAW  >KA
100,120:DRAW 100,75:PLOT 148,75:DRA
W 148,120:DRAW 228,120:DRAW 228,75:
PLOT 276,75:DRAW 276,120:DRAW 352,1
20:DRAW 352,75
2490 ùDH:LOCATE #4,6,6:PRINT #4,USI >VP
NG"######";sc(1):LOCATE #4,21,6:PRI
NT #4,USING"######";sc(2):LOCATE #4
,37,6:PRINT #4,USING"######";sc(3):
ùST
2500 RETURN                         >FA
2510 '* affichage *                 >YA
2520 ùDT:LOCATE #2,5,2:PRINT #2,STR >ML
ING$(30,CHR$(32)):LOCATE #2,(80-(LE
N(TIT$))*2)/2,2:PEN #2,1:PRINT #2,T
IT$;:ùST
2530 FOR e=1 TO 39:ùDH:LOCATE #2,e* >UX
2,5:PEN #2,0:PRINT #2,CHR$(143):NEX
T
2540 FOR e=1 TO ls:ùDH:LOCATE #2,e* >MX
2,5:PEN #2,1:PRINT #2,CHR$(143)
2550 IF MID$(mot$,e,1)="'" THEN d$= >WA
"'":LOCATE #2,e*2,5:PEN #2,1:PRINT
#2,d$
2560 IF MID$(mot$,e,1)="-" THEN d$= >WP
"-":LOCATE #2,e*2,5:PEN #2,1:PRINT
#2,d$
2570 IF MID$(mot$,e,1)=" " THEN d$= >WL
" ":LOCATE #2,e*2,5:PEN #2,0:PRINT
#2,d$
2580 NEXT:ùST:RETURN                >TV
2590 '* dernière partie *           >YJ
2600 ERASE ri,mot:DIM ri(40),mot(50 >OC
):GOSUB 2430:GOSUB 1290
2610 ncn=0:ùDH:LOCATE #4,6,6:PRINT  >MU
#4,USING"######";sc(1):LOCATE #4,21
,6:PRINT #4,USING"######";sc(2):LOC
ATE #4,37,6:PRINT #4,USING"######";
sc(3):ùST
2620 IF sc(1)>sc(2) AND sc(1)>sc(3) >KW
 THEN j=1 ELSE IF sc(2)>sc(1) AND s
c(2)>sc(3) THEN j=2 ELSE IF sc(3)>s
c(1) AND sc(3)>sc(2) THEN j=3
2630 IF sc(1)>sc(2) AND sc(1)=sc(3) >ZM
 THEN b=INT(RND*2):IF b=1 THEN j=1
ELSE j=3
2640 IF sc(2)>sc(3) AND sc(2)=sc(1) >ZN
 THEN b=INT(RND*2):IF b=1 THEN j=2
ELSE j=1
2650 IF sc(3)>sc(1) AND sc(3)=sc(2) >ZT
 THEN b=INT(RND*2):IF b=1 THEN j=3
ELSE j=2
2660 IF sc(1)>sc(3) AND sc(1)=sc(2) >ZP
 THEN b=INT(RND*2):IF b=1 THEN j=1
ELSE j=2
2670 IF sc(2)>sc(1) AND sc(2)=sc(3) >ZU
 THEN b=INT(RND*2):IF b=1 THEN j=2
ELSE j=3
2680 IF sc(3)>sc(2) AND sc(3)=sc(1) >ZV
 THEN b=INT(RND*2):IF b=1 THEN j=3
ELSE j=1
2690 IF sc(1)=sc(2) AND sc(1)=sc(3) >PA
 THEN j=INT(RND*3):IF j=0 THEN 2690
2700 GOSUB 3130:ùDT:LOCATE 1,25:PRI >8H
NT nbj$(j);:ùST:PRINT " 5 Consonnes
 et 1 voyelle "
2710 FOR i=1 TO ls:ri(i)=0:NEXT     >ZX
2720 hasi=INT(RND*50):IF mot(hasi)= >NH
1 THEN 2720
2730 FOR i=1 TO hasi:READ mot$,vi:N >WR
EXT:mot(hasi)=1
2740 ls=LEN(mot$):GOSUB 2520        >XC
2750 i=1                            >WA
2760 CLEAR INPUT                    >LU
2770 GOSUB 3130:ùDT:LOCATE 1,25:PRI >LU
NT nbj$(j);:ùST:PRINT i;"ème conson
ne ";:
2780 GOSUB 3150                     >XJ
2790 IF r<65 OR r>96 THEN 2750      >WD
2800 IF r=65 OR r=69 OR r=73 OR r=7 >TB
8 OR r=85 THEN 2760
2810 IF r>65 AND r<97 THEN LOCATE 4 >PG
0,25:PRINT r$
2820 LOCATE #3,20+INST8(alph$,r$),1 >AN
:PEN #3,1:PRINT #3,r$
2830 FOR e=1 TO ls:IF r$=MID$(mot$, >AT
e,1) THEN 2840 ELSE 2850
2840 LOCATE #2,e*2,5:ùDN:PEN #2,1:S >UD
OUND 1,50,20,15,1,1:PRINT #2,r$:ùST
2850 NEXT e                         >VG
2860 i=i+1:IF i>5 THEN 2870 ELSE 27 >BD
70
2870 CLEAR INPUT:GOSUB 3130:ùDT:LOC >CE
ATE 1,25:PRINT nbj$(j);:ùST:PRINT"
Votre voyelle ";
2880 GOSUB 3150                     >XK
2890 'IF r<>65 OR r<>69 OR r<>73 OR >ZB
 r<>78 OR r<>85 THEN 8170 ELSE 8220
2900 LOCATE 40,25:PRINT r$          >UE
2910 LOCATE #3,20+INSTR(alph$,r$),1 >AN
:PEN #3,1:PRINT #3,r$
2920 FOR e=1 TO ls:IF r$=MID$(mot$, >AT
e,1) THEN 2930 ELSE 2940
2930 LOCATE #2,e*2,5:ùDH:PEN #2,1:S >MD
OUND 1,50,20,15,1,1:PRINT #2,r$
2940 NEXT                           >LG
2950 GOSUB 3130:ùDT:LOCATE 1,25:PRI >AR
NT nbj$(j);:ùST:LINE INPUT " Votre
réponse : ";rpi$
2960 rpi$=UPPER$(rpi$)              >RC
2870 IF rpi$=mot$ THEN FOR e=1 TO l >HA
s:LOCATE #2,e*2,5:ùDH:PRINT #2,MID$
(mot$,e,1):ùST:NEXT:sc(j)=sc(j)+500
00:GOSUB 2490:GOTO 2980 ELSE 3090
2980 '* bonne réponse *             >ZB
2990 GOSUB 3130:ùDT:LOCATE 1,25:PRI >TU
NT nbj$(j);" Bonne réponse ":ùST
3000 FOR m=500 TO 800 STEP 15       >UT
3010 SOUND 1,m,20,15                >NW
3020 NEXT                           >KG
3030 FOR t=1 TO 500:NEXT:GOSUB 3130 >HL
:ùDT:LOCATE 1,25:PRINT nbj$(j);" Vo
us rejouez (O/N)":ùST
3040 GOSUB 3150                     >WJ
3050 IF r$="O" THEN 3060 ELSE 3070  >YV
3060 CLEAR:CALL &8000:GOTO 460      >XP
3070 MODE 1:LOCATE 11,13:ùDT:PRINT" >CP
AU REVOIR":ùST:END
3080 '* réponse fausse *            >YD
3090 GOSUB 3130:LOCATE 1,25:ùDT:PRI >QU
NT nbj$(j);" NON c'est :":ùST
3100 FOR e=1 TO ls:LOCATE #2,e*2,5: >XK
ùDH:PRINT#2,MID$(mot$,e,1):ùST:NEXT
3110 GOTO 3030                      >LJ
3120 '* Efface texte *              >XJ
3130 LOCATE 1,25:ùDT:PRINT STRING$( >HM
39,CHR$(32)):ùST:RETURN
3140 '* Saisie caractère *          >YA
3150 r$=INKEY$:IF r$="" THEN 3150   >ZQ
3160 r$=UPPER$(r$)                  >MK
3170 r=ASC(r$)                      >UA
3180 RETURN                         >FF
```